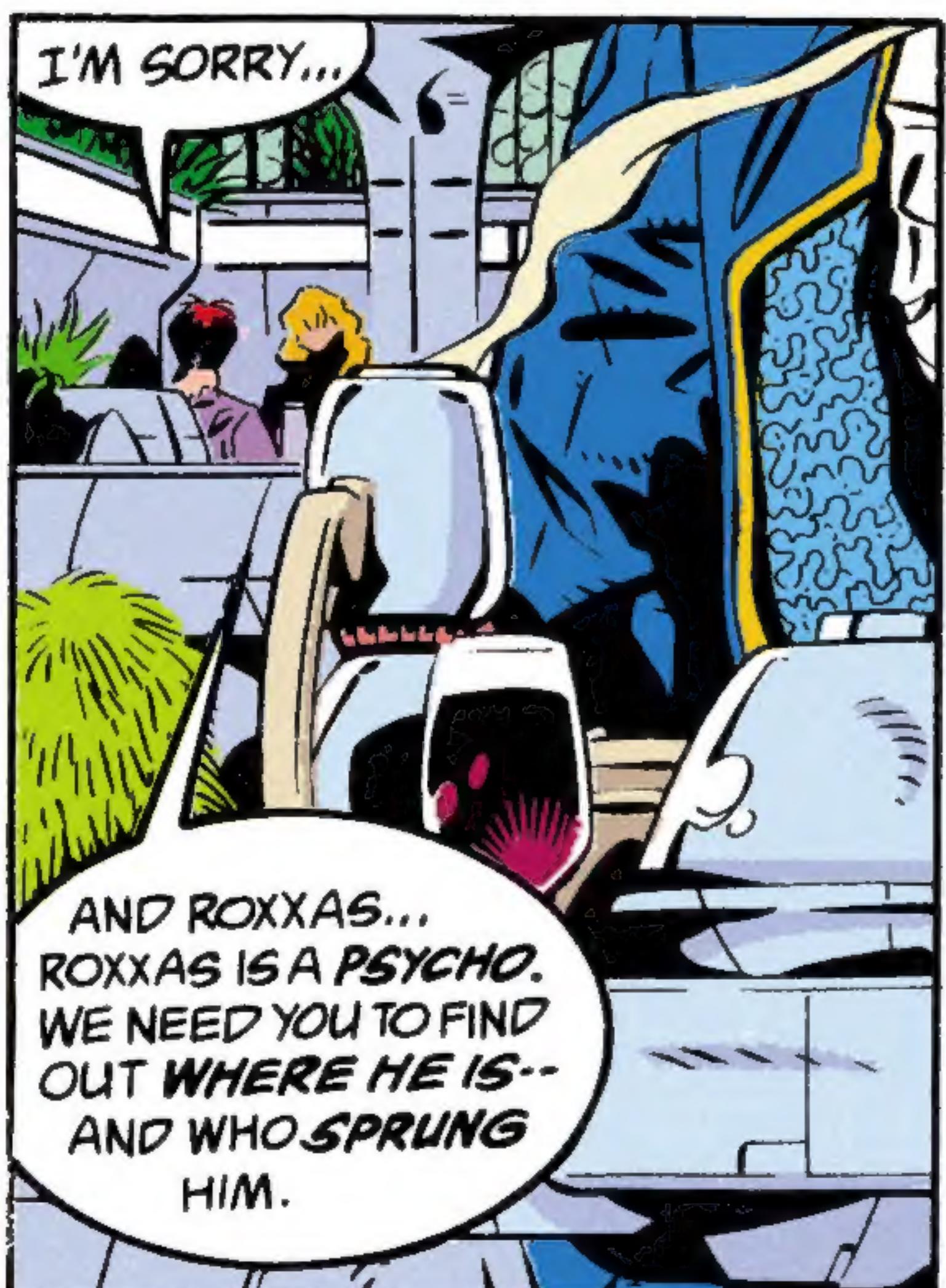
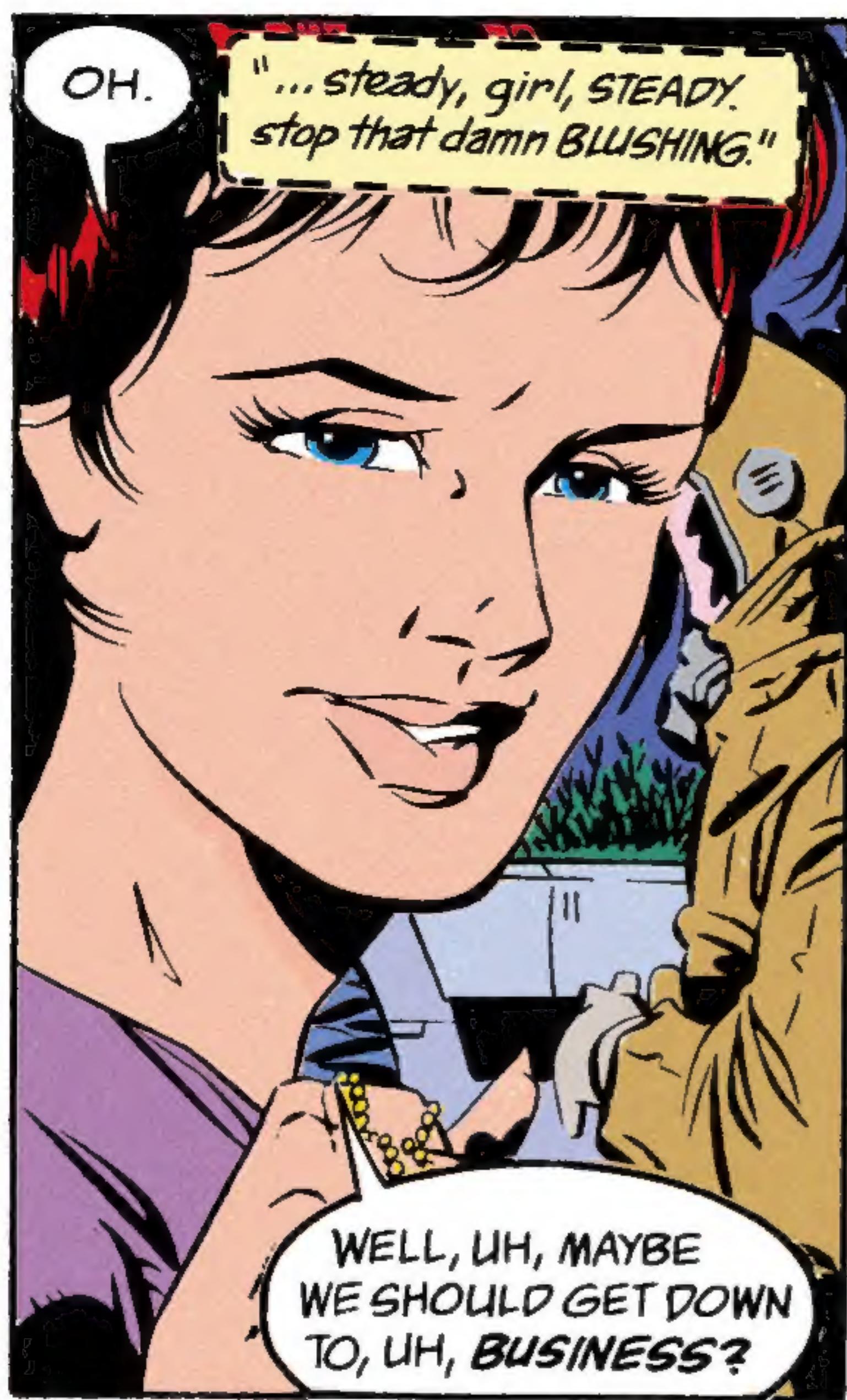
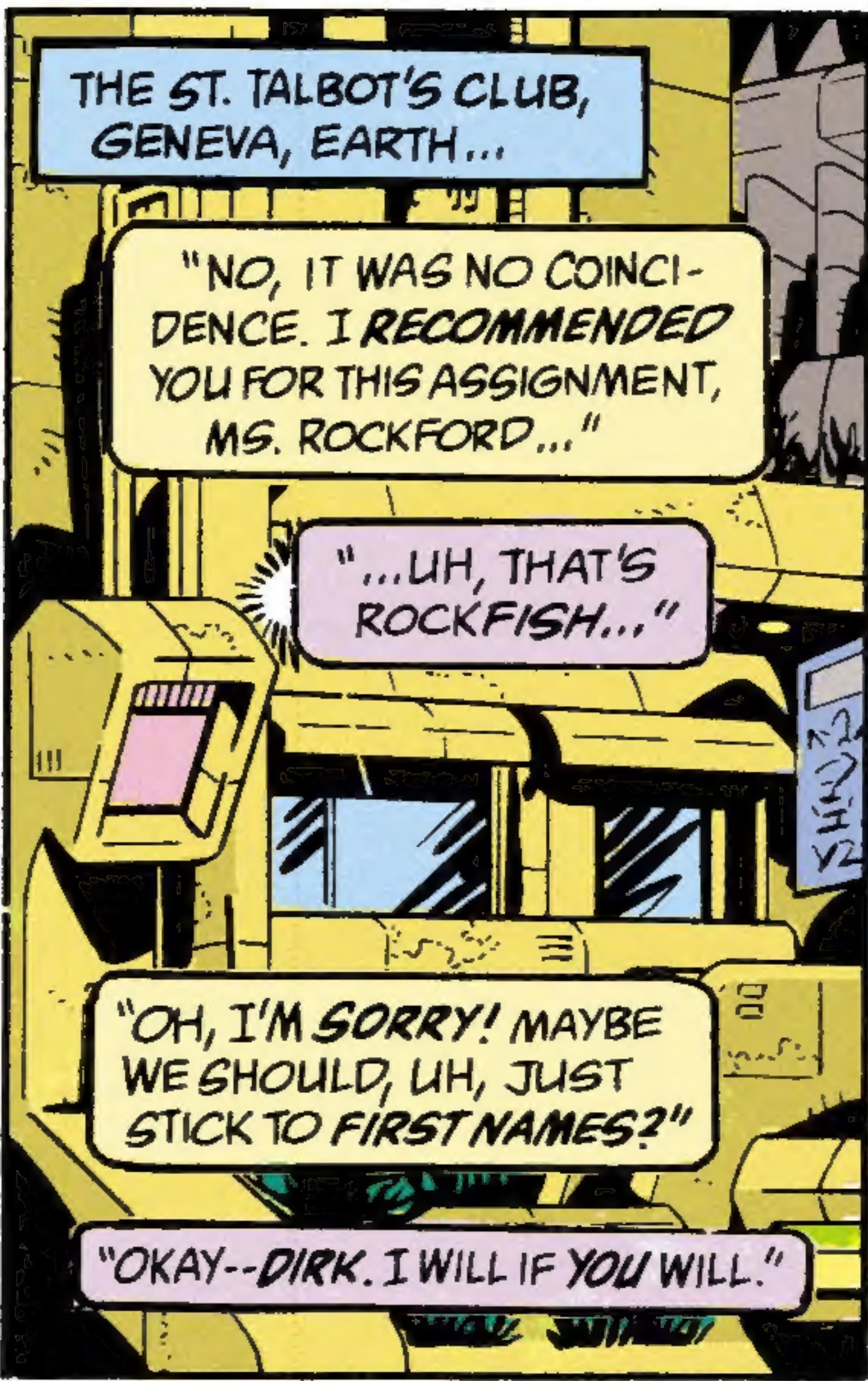


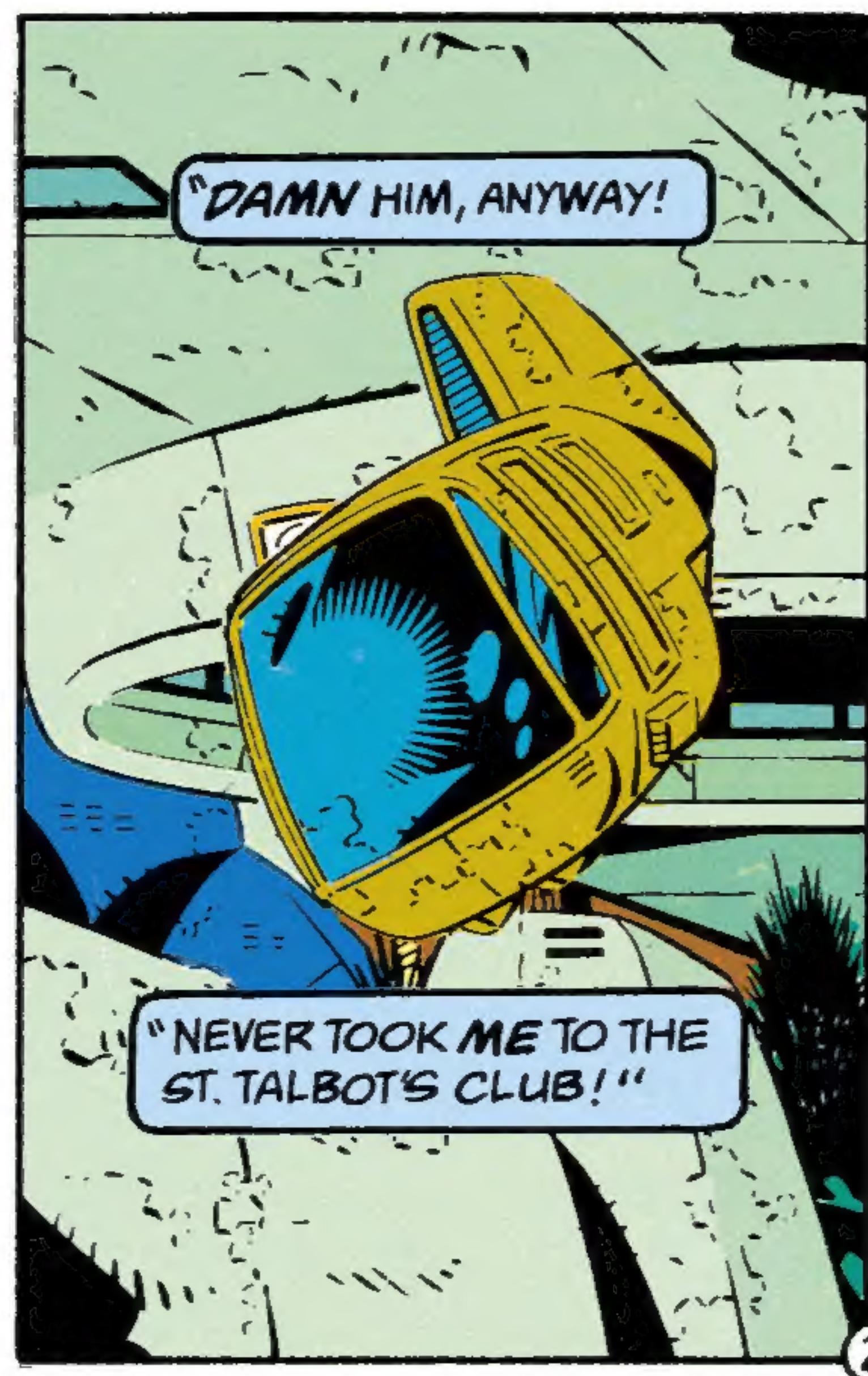
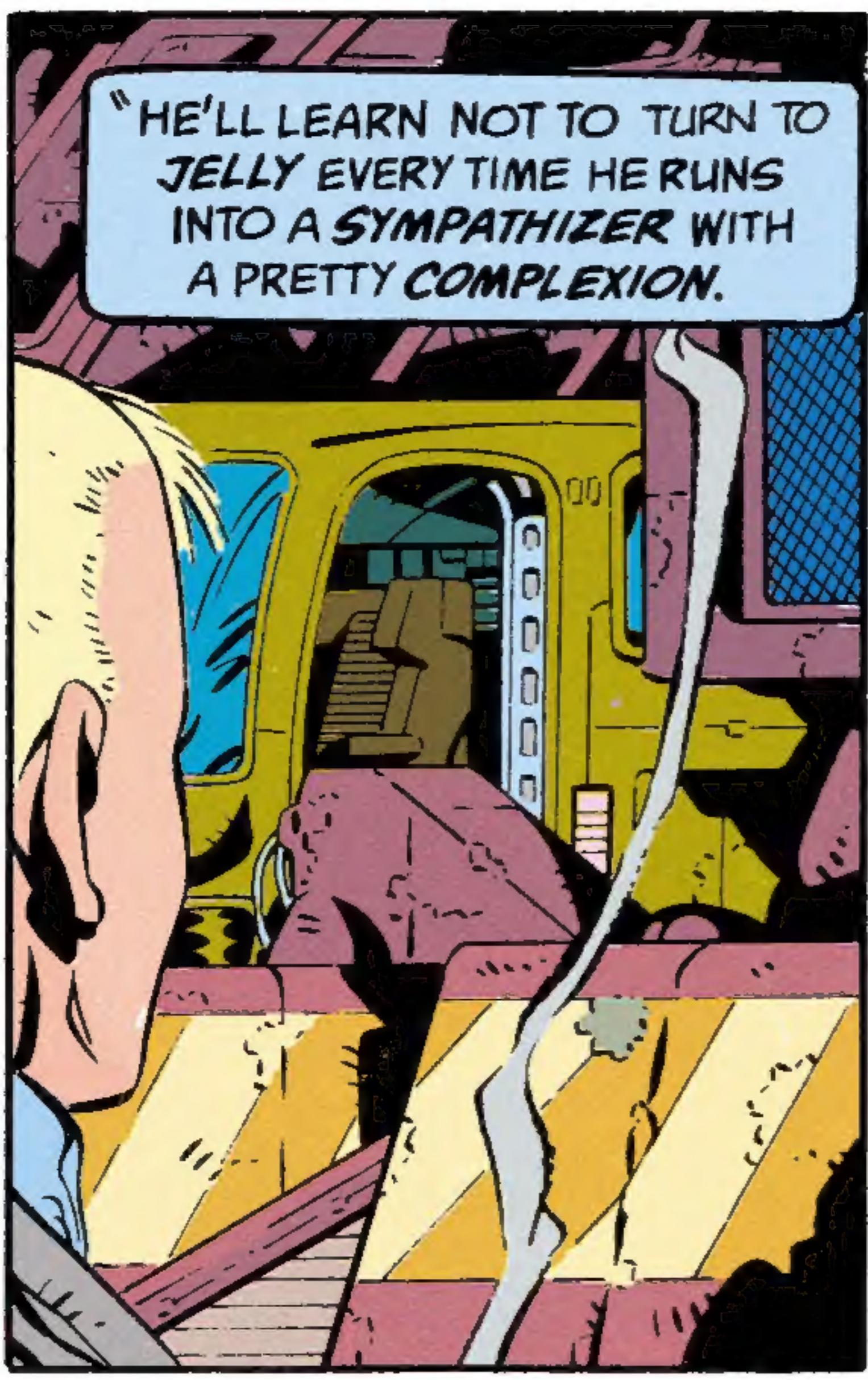
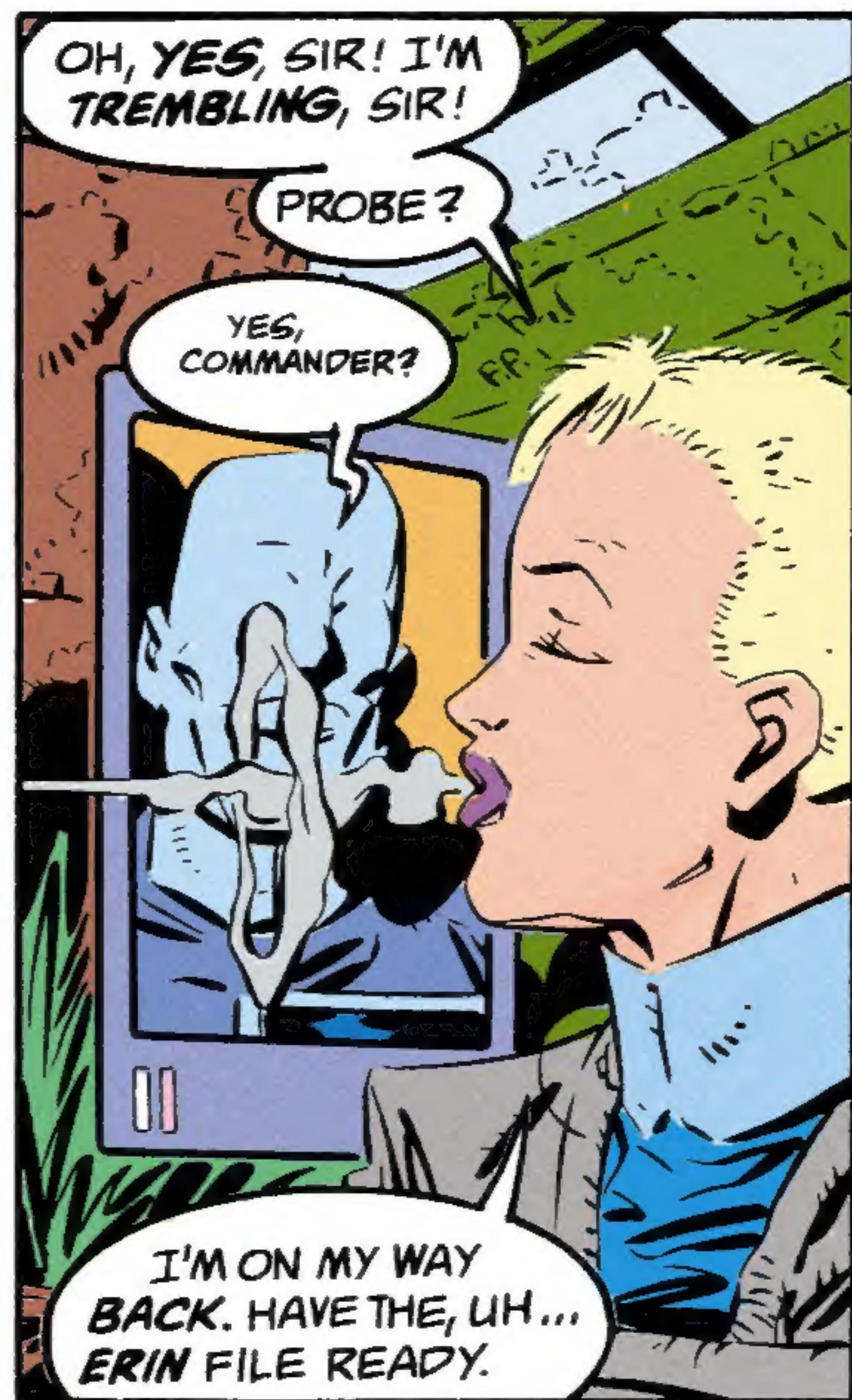
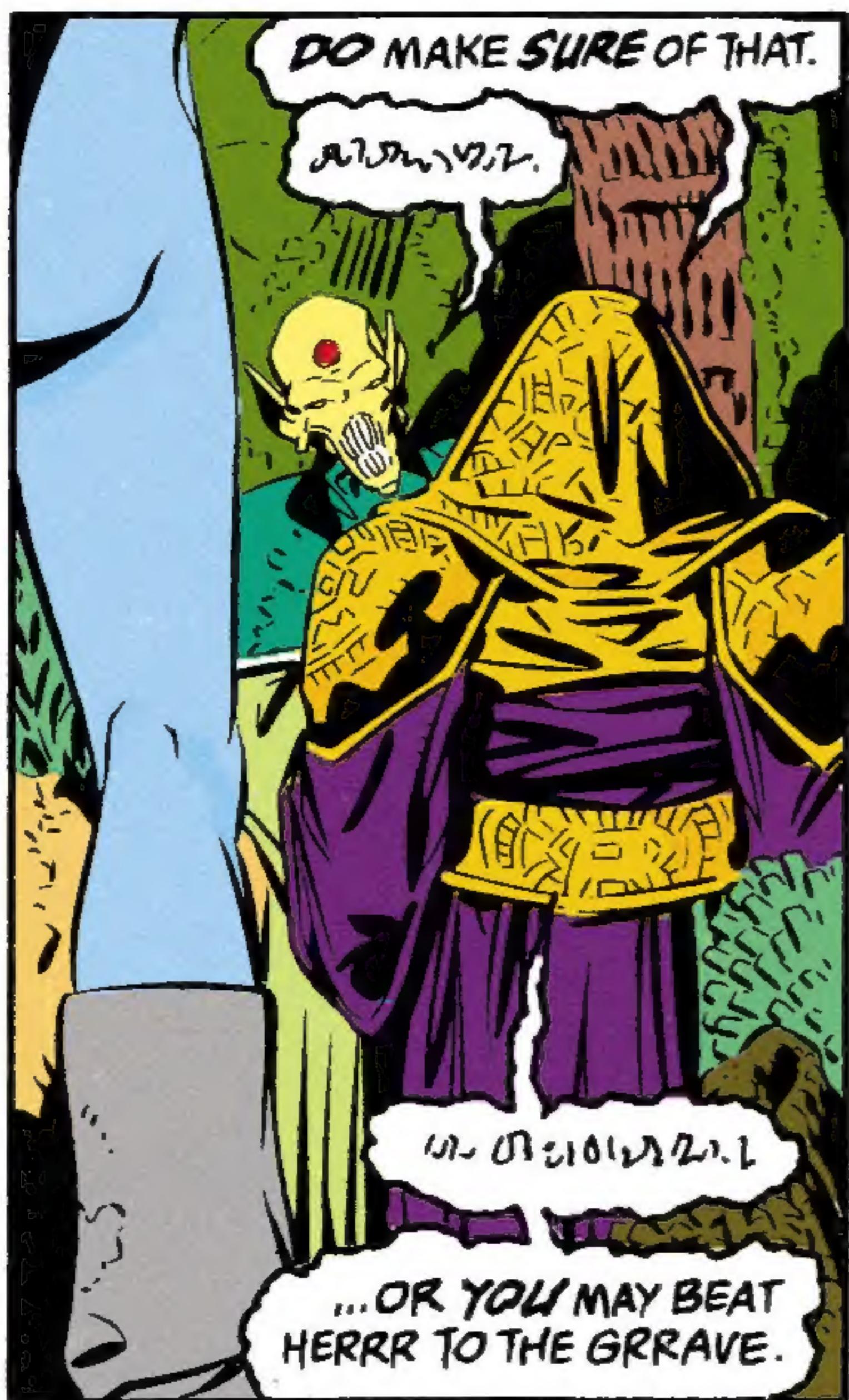
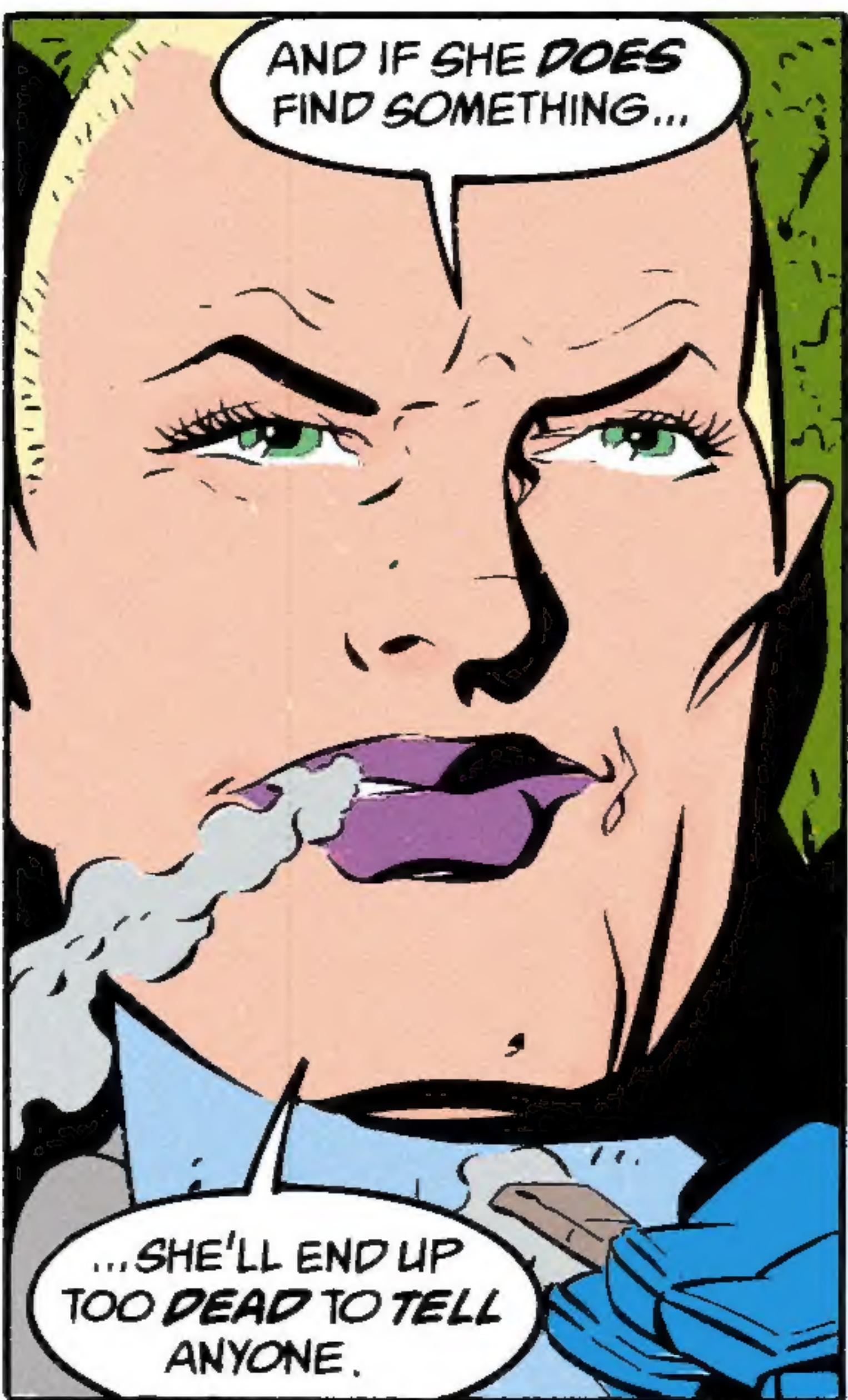
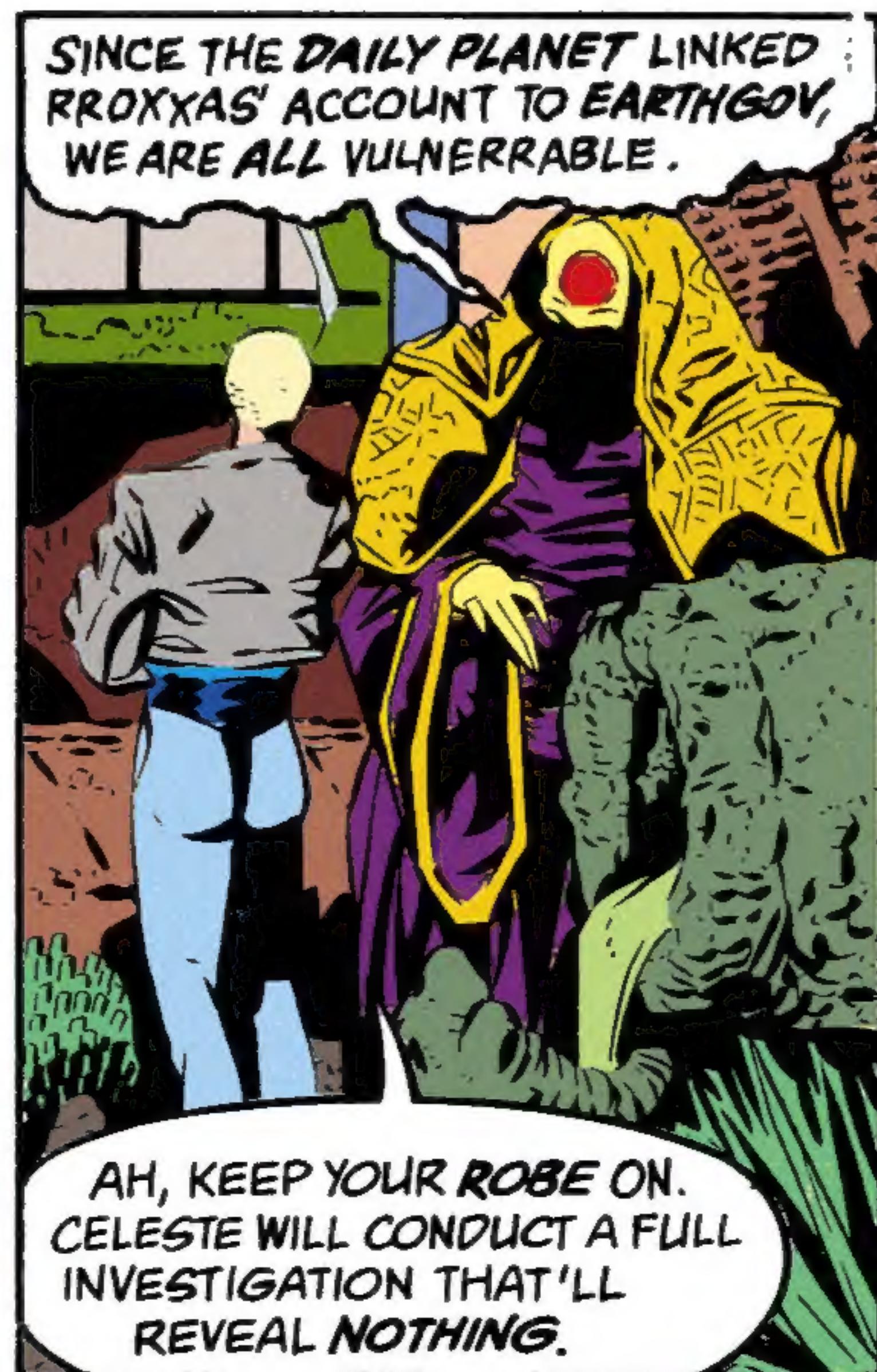
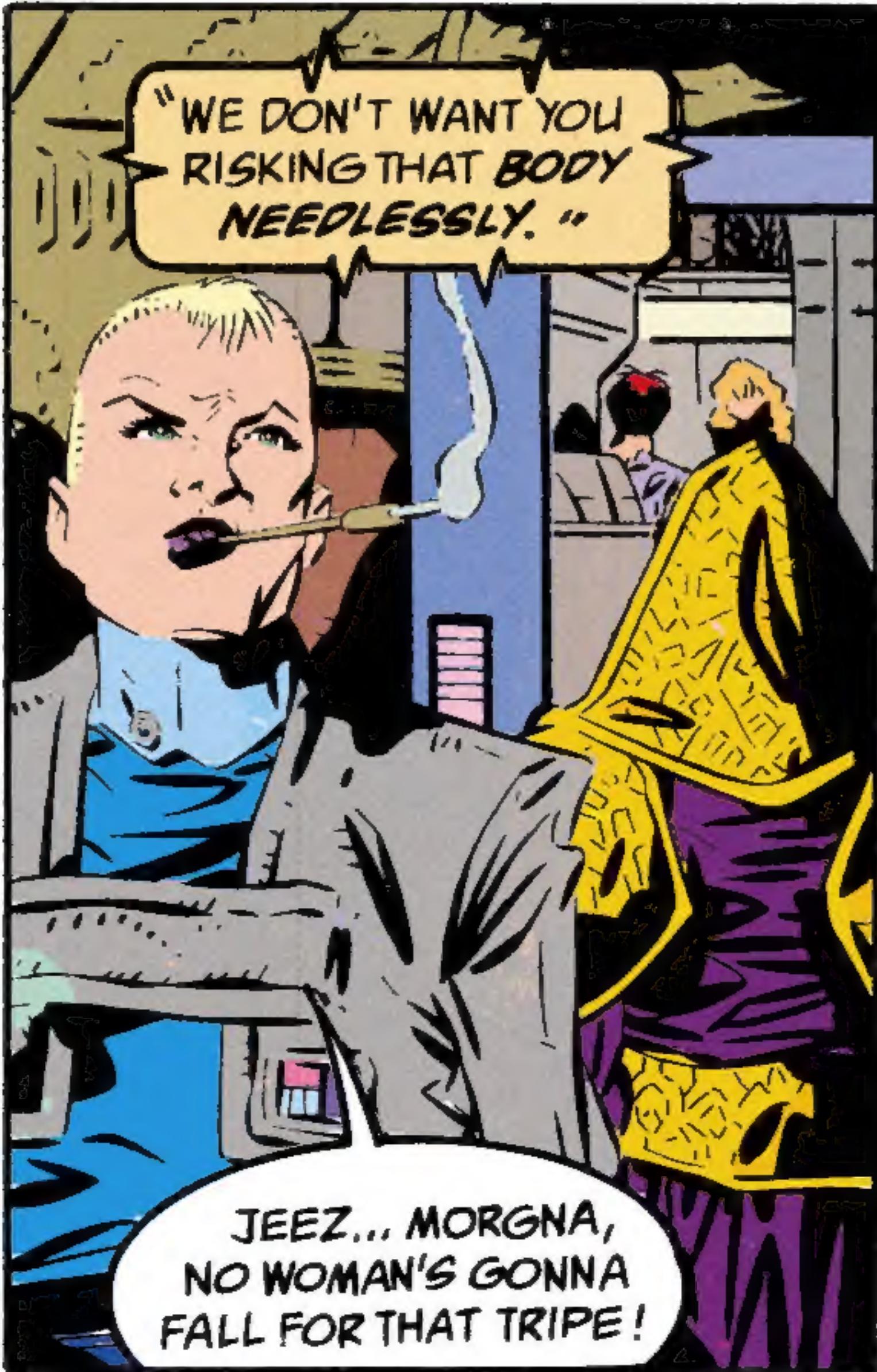


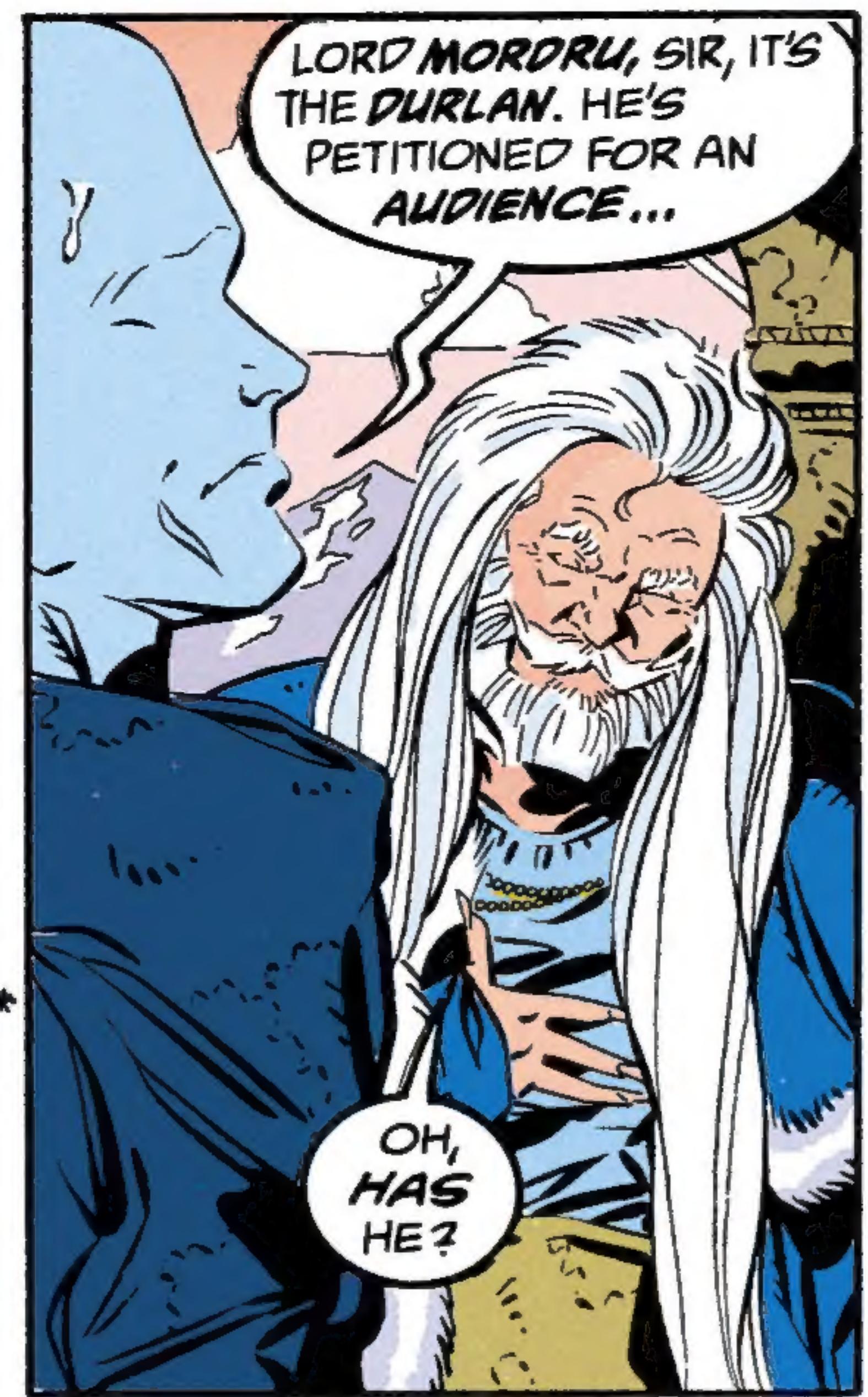
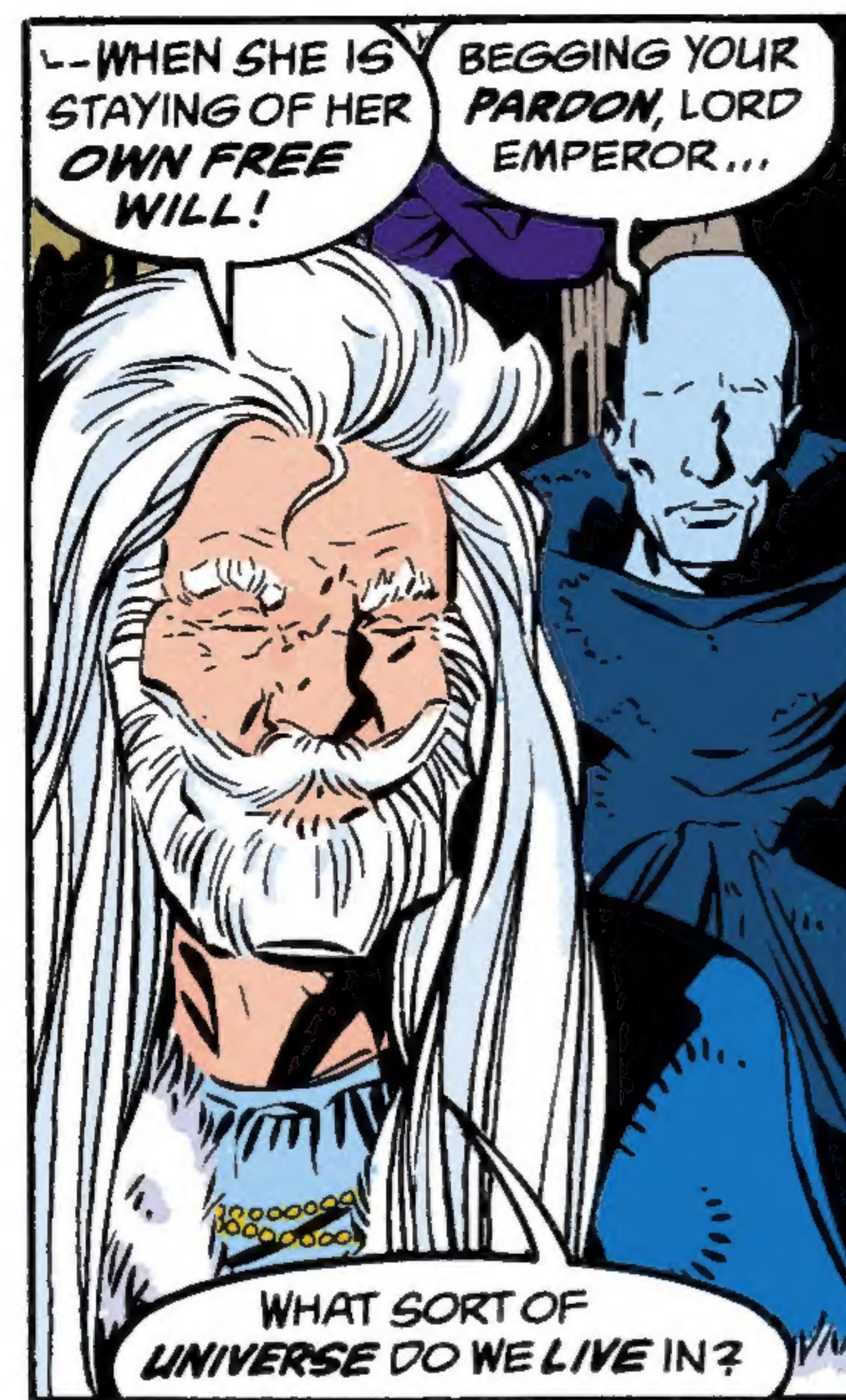
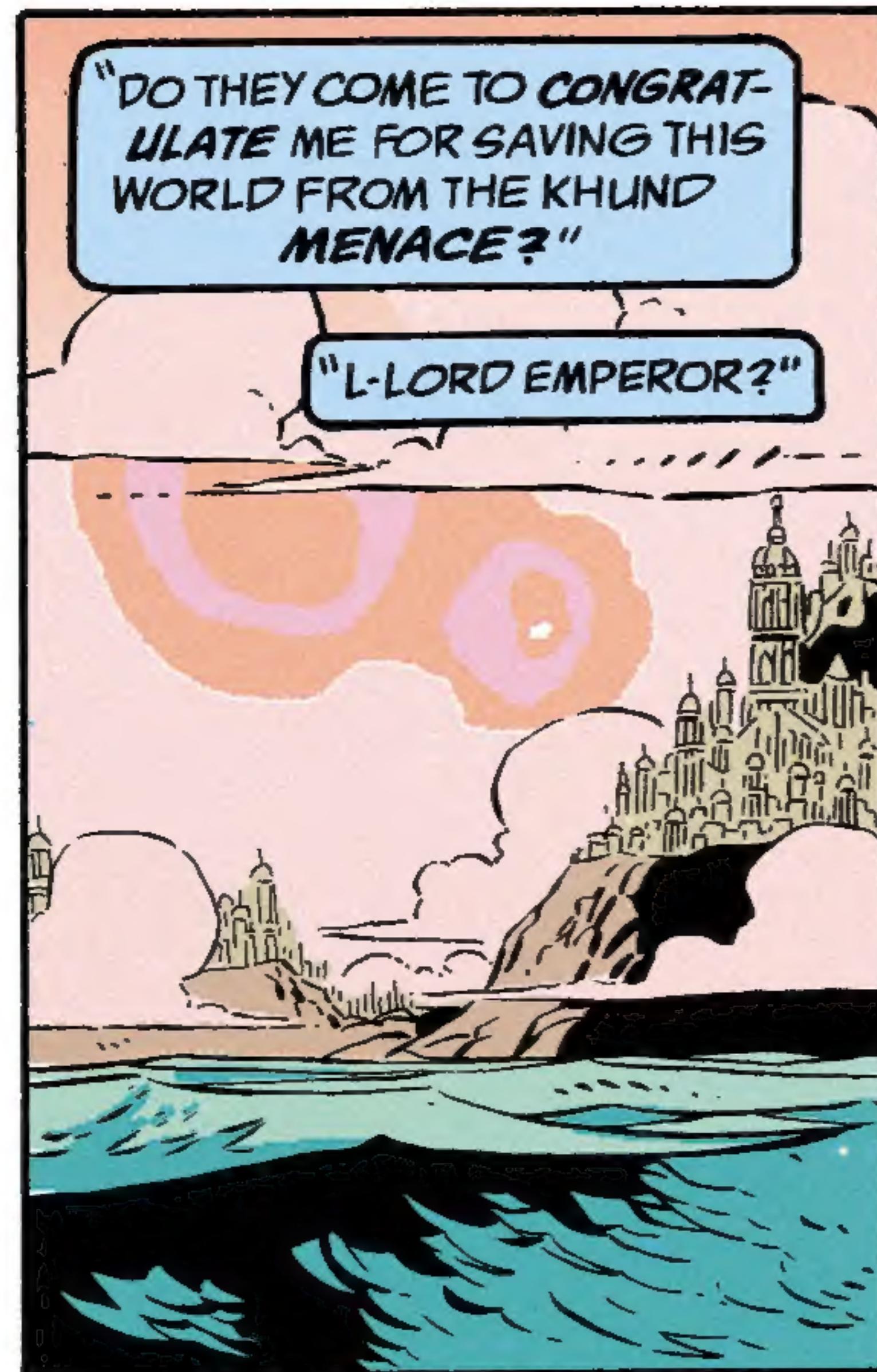
LEGION OF SUPER-HEROES

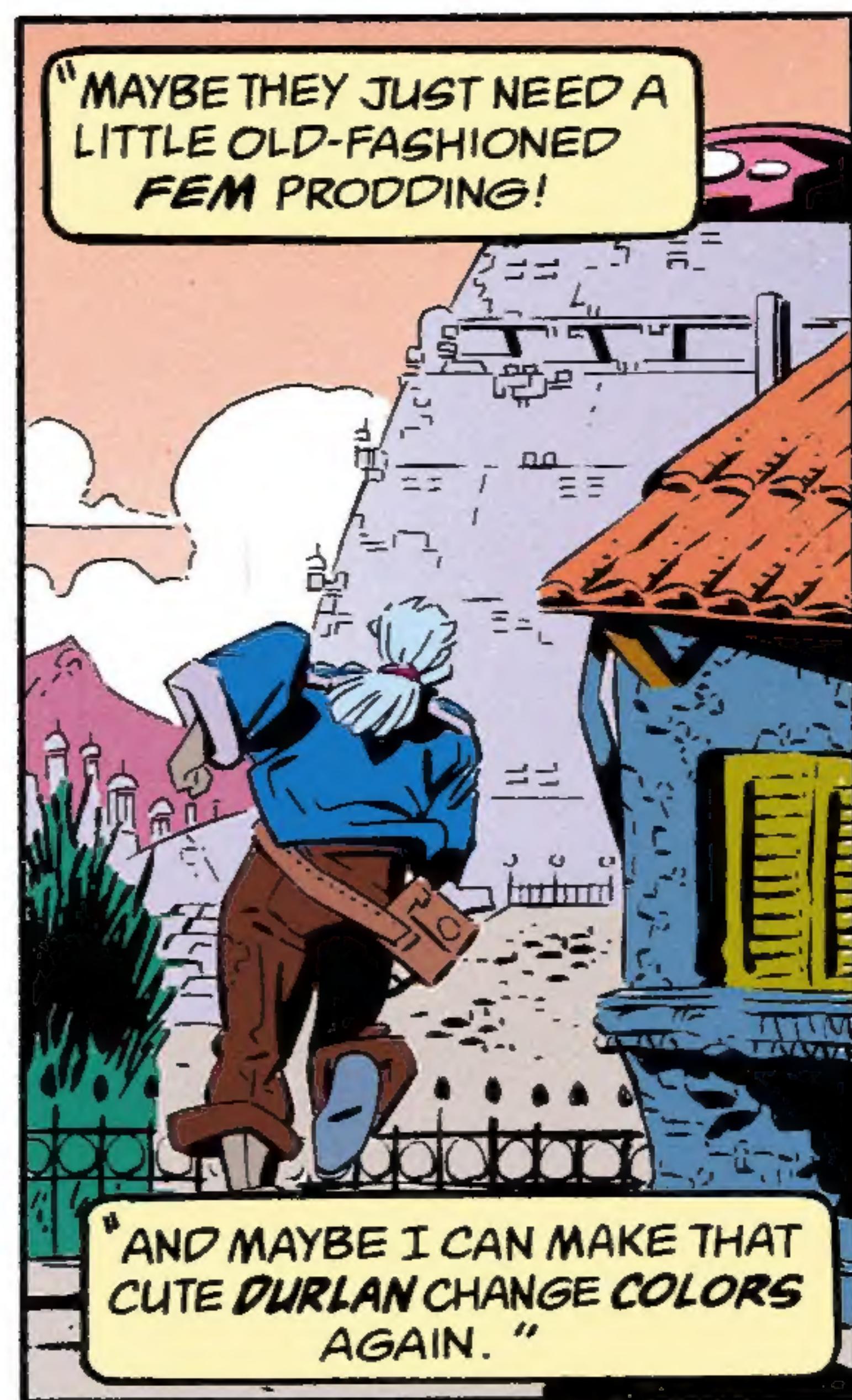
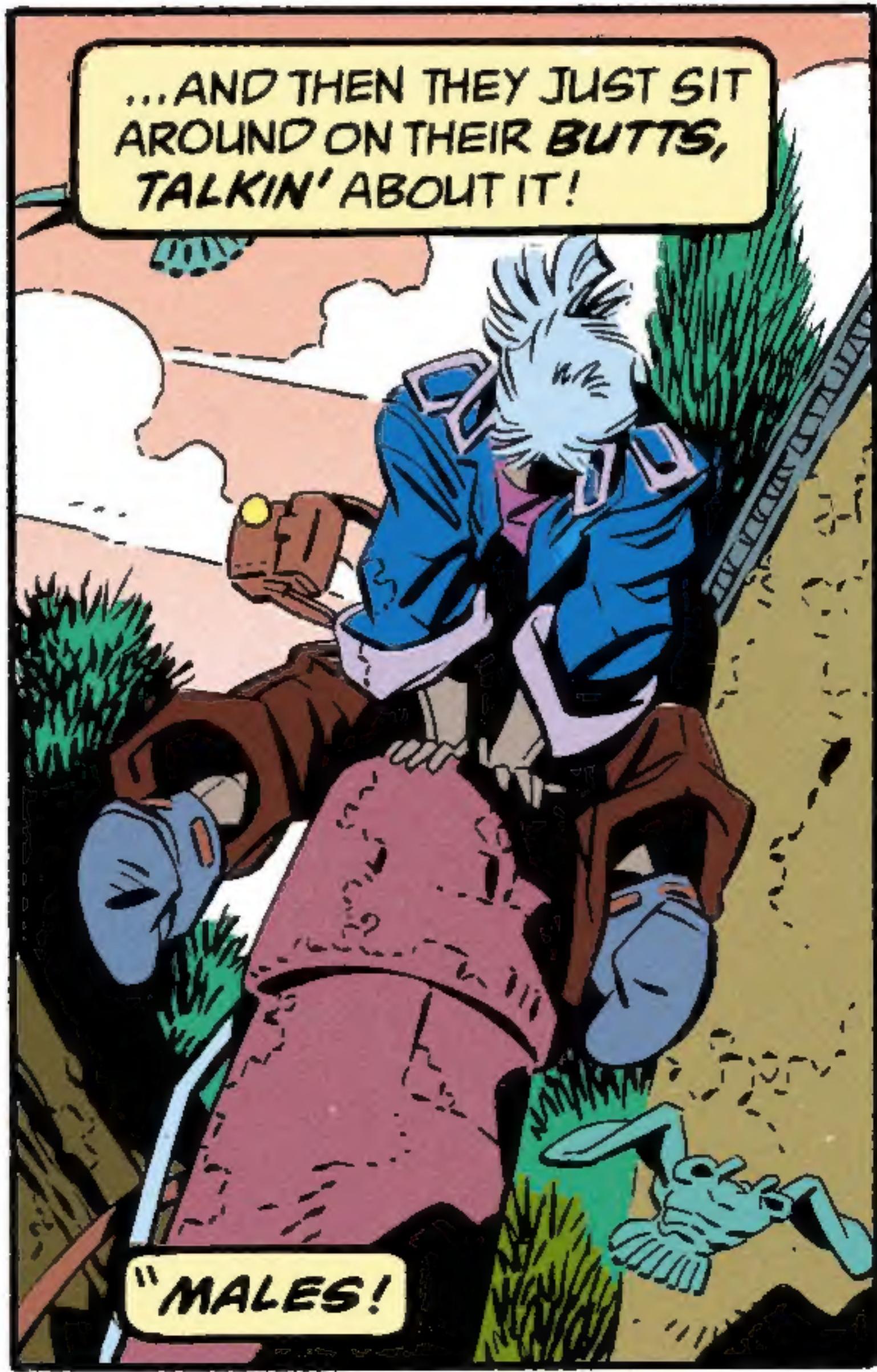


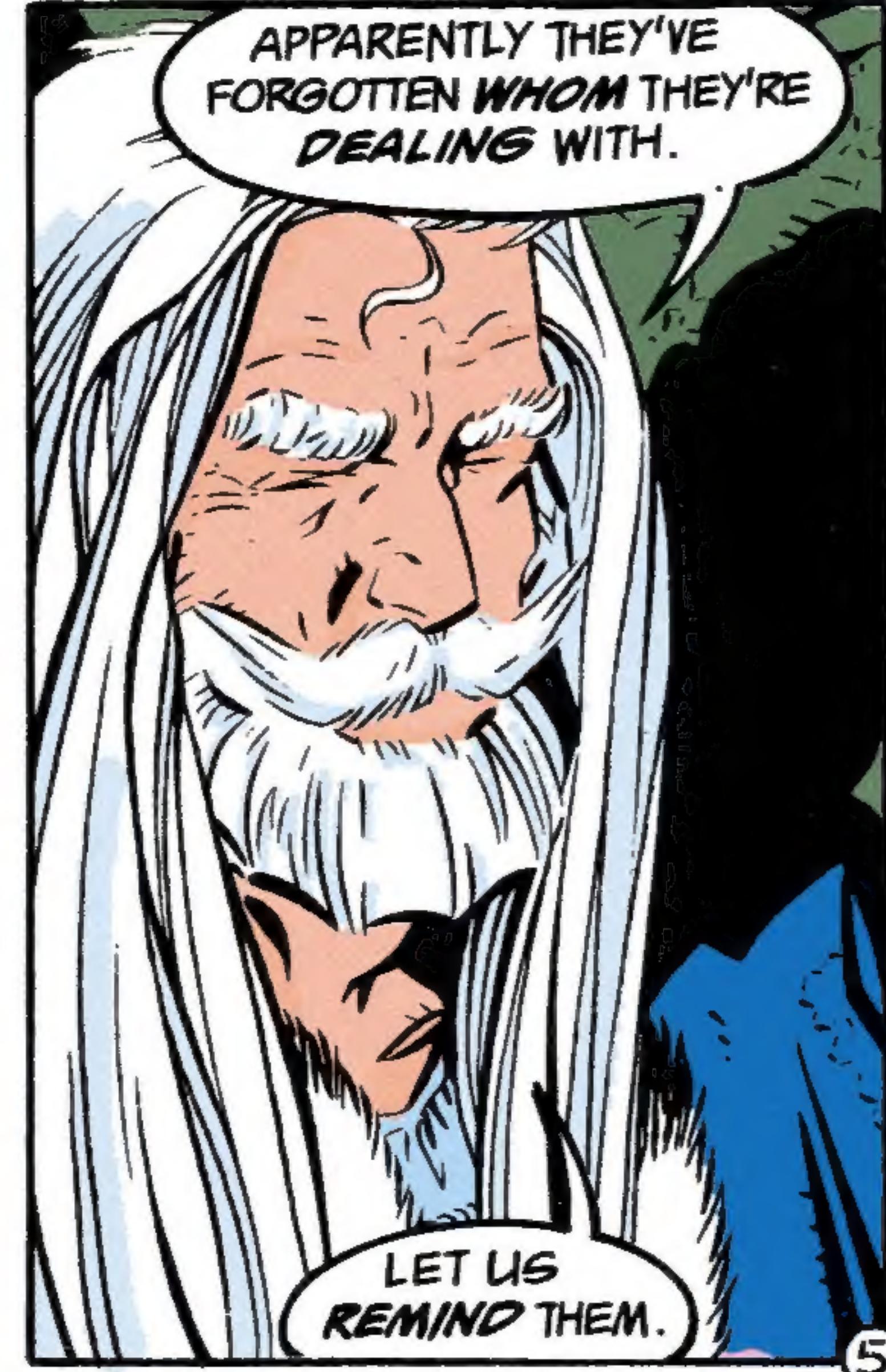
KEITH GIFFEN
TOM & MARY
BIERBAUM,
AL GORDON



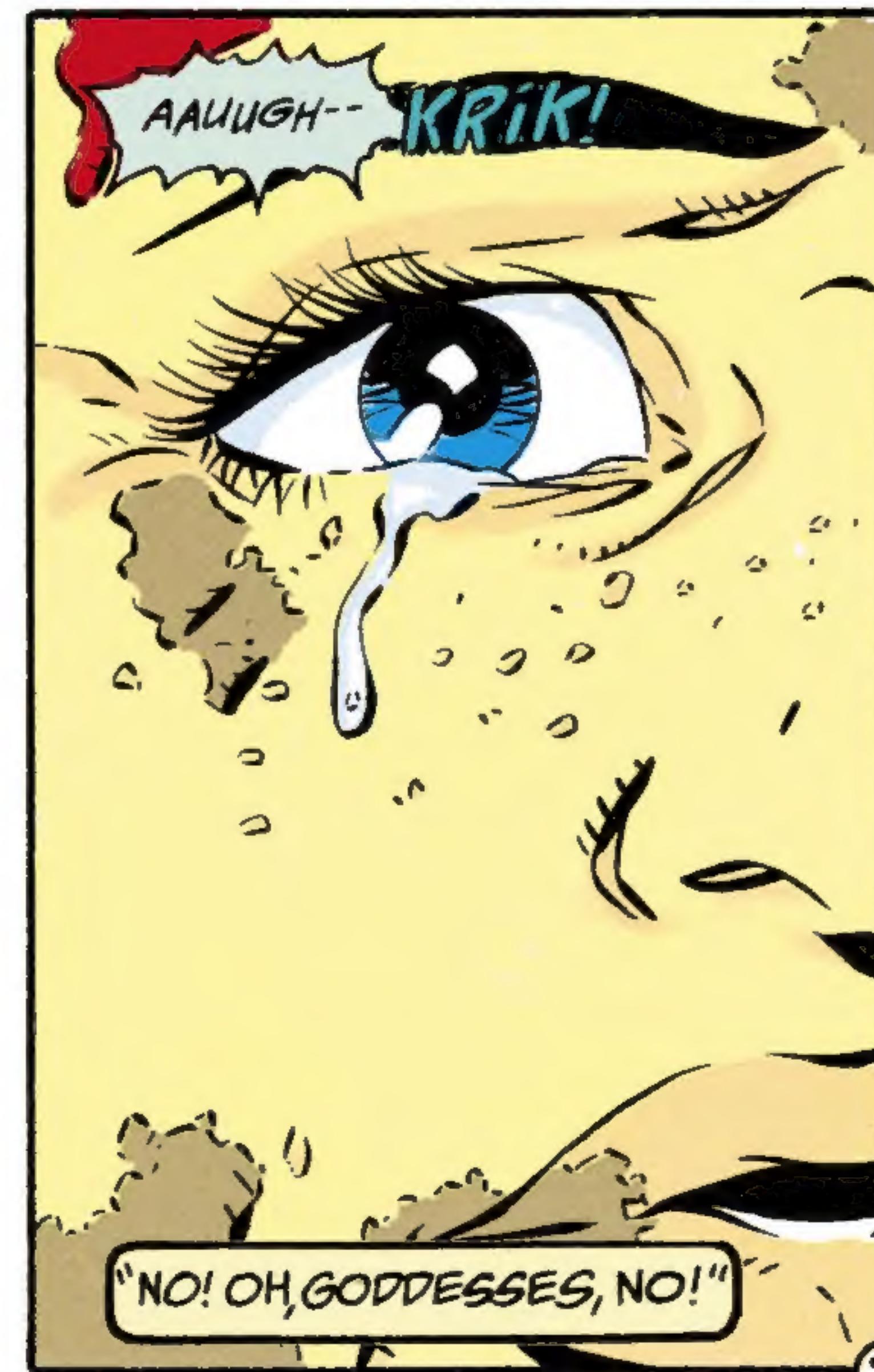


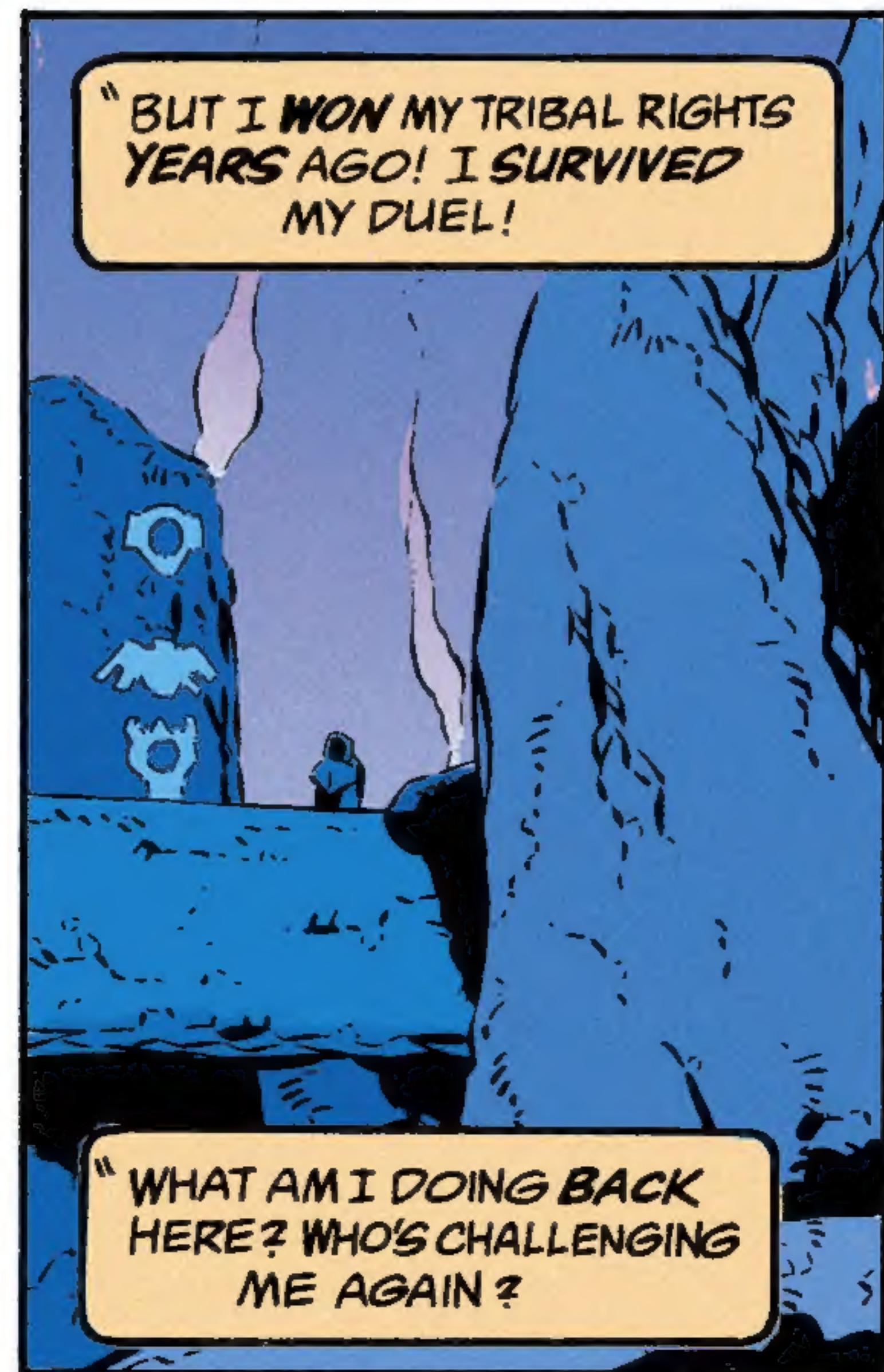
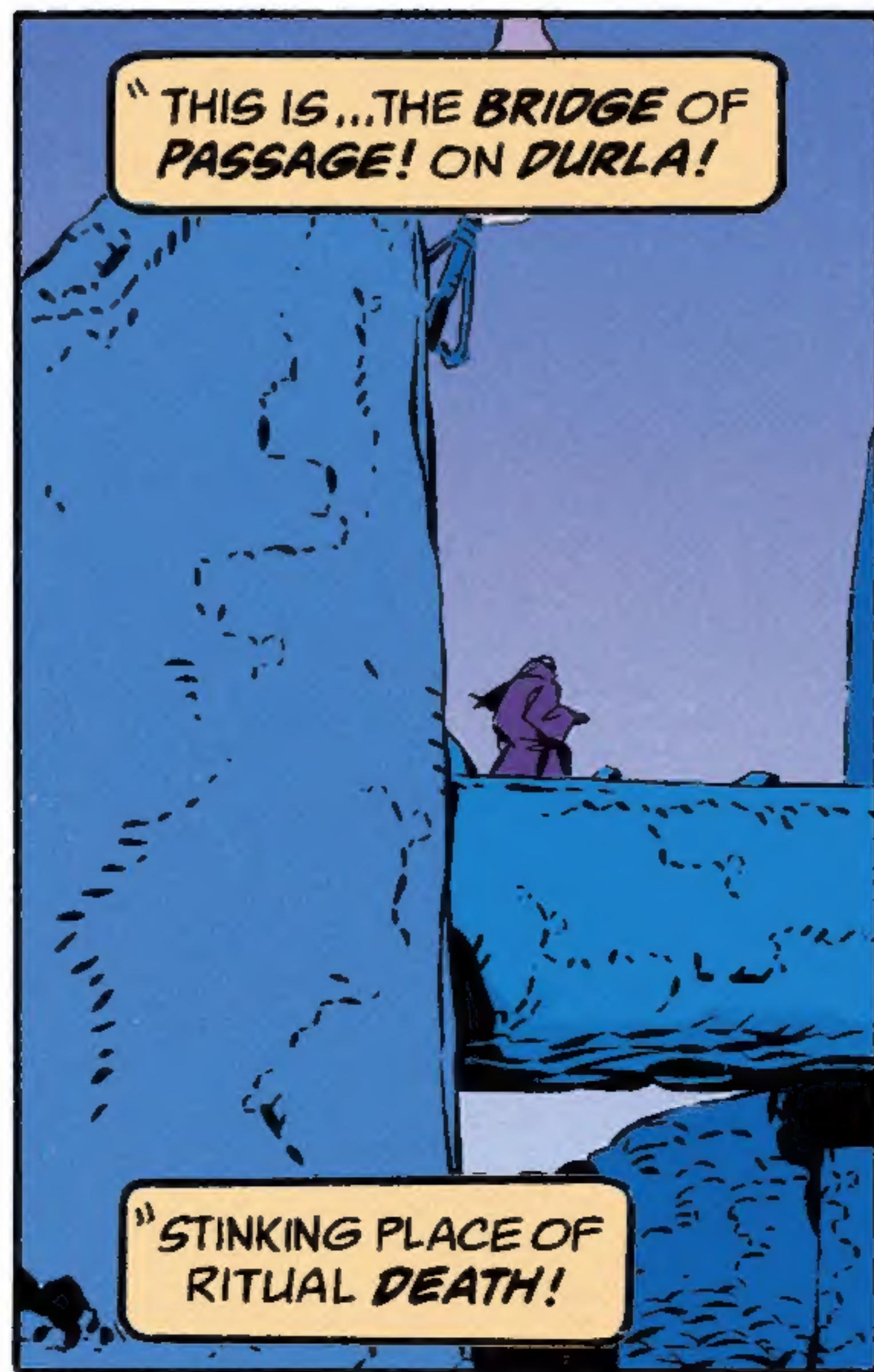
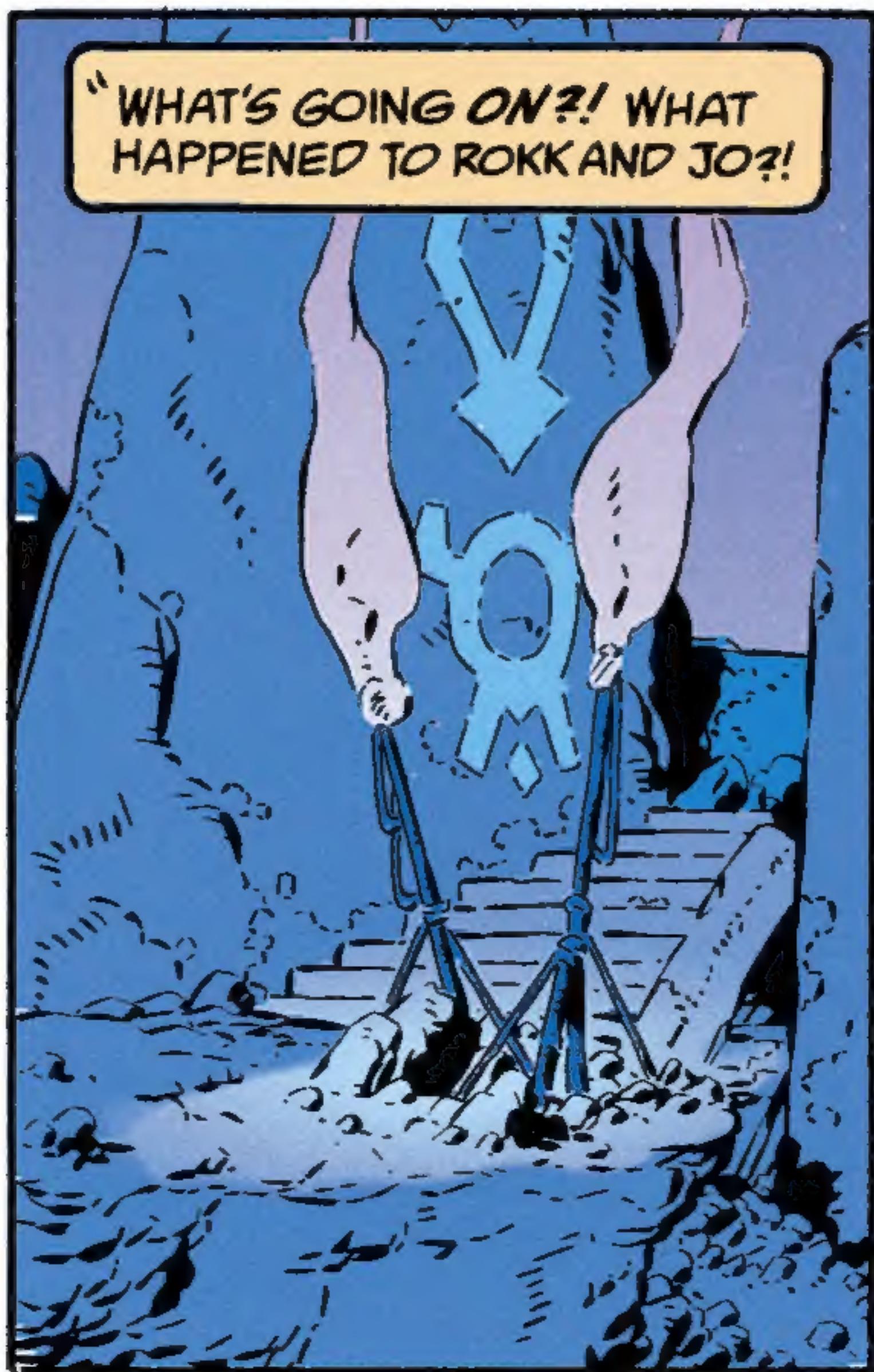


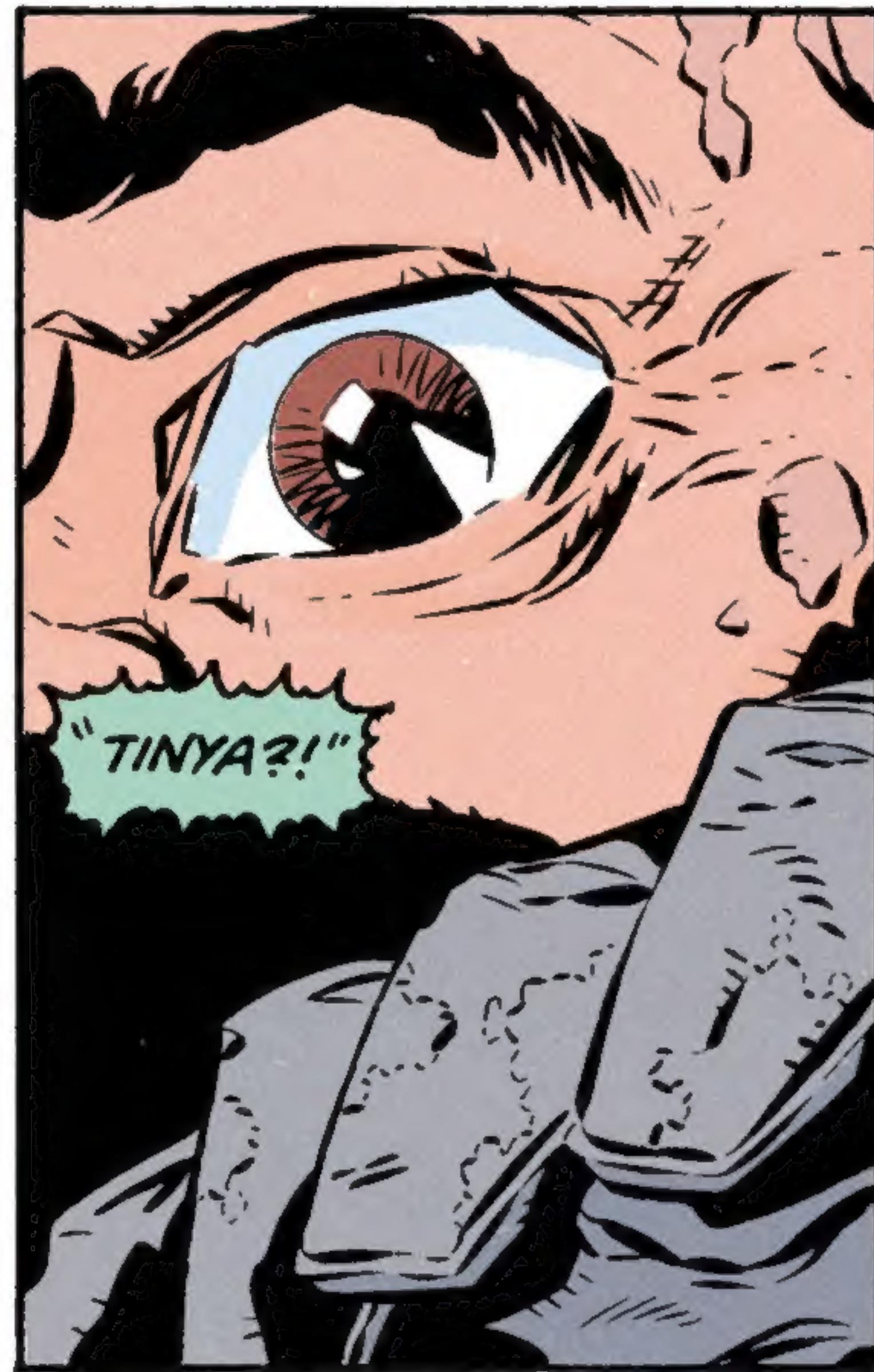




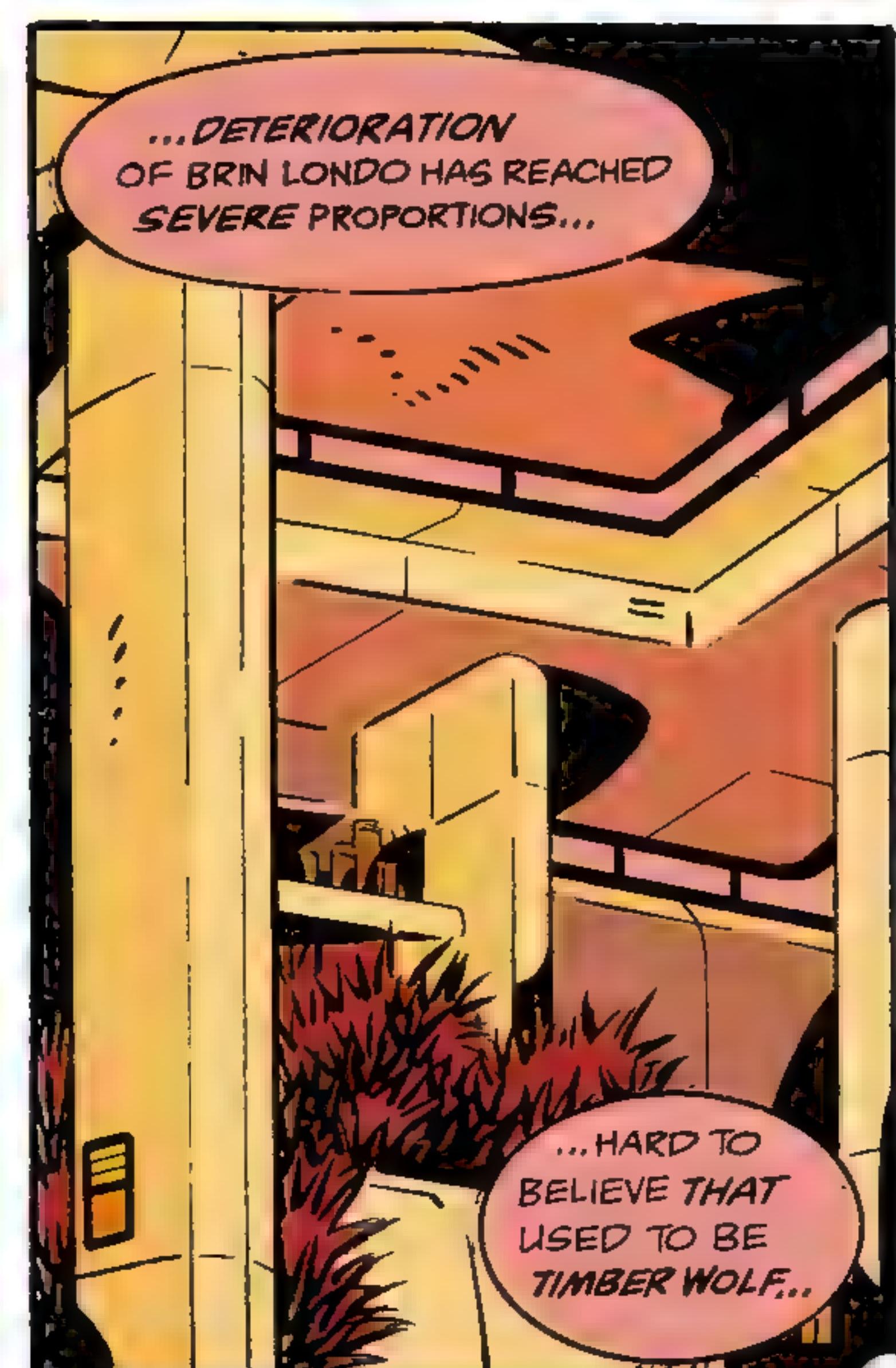
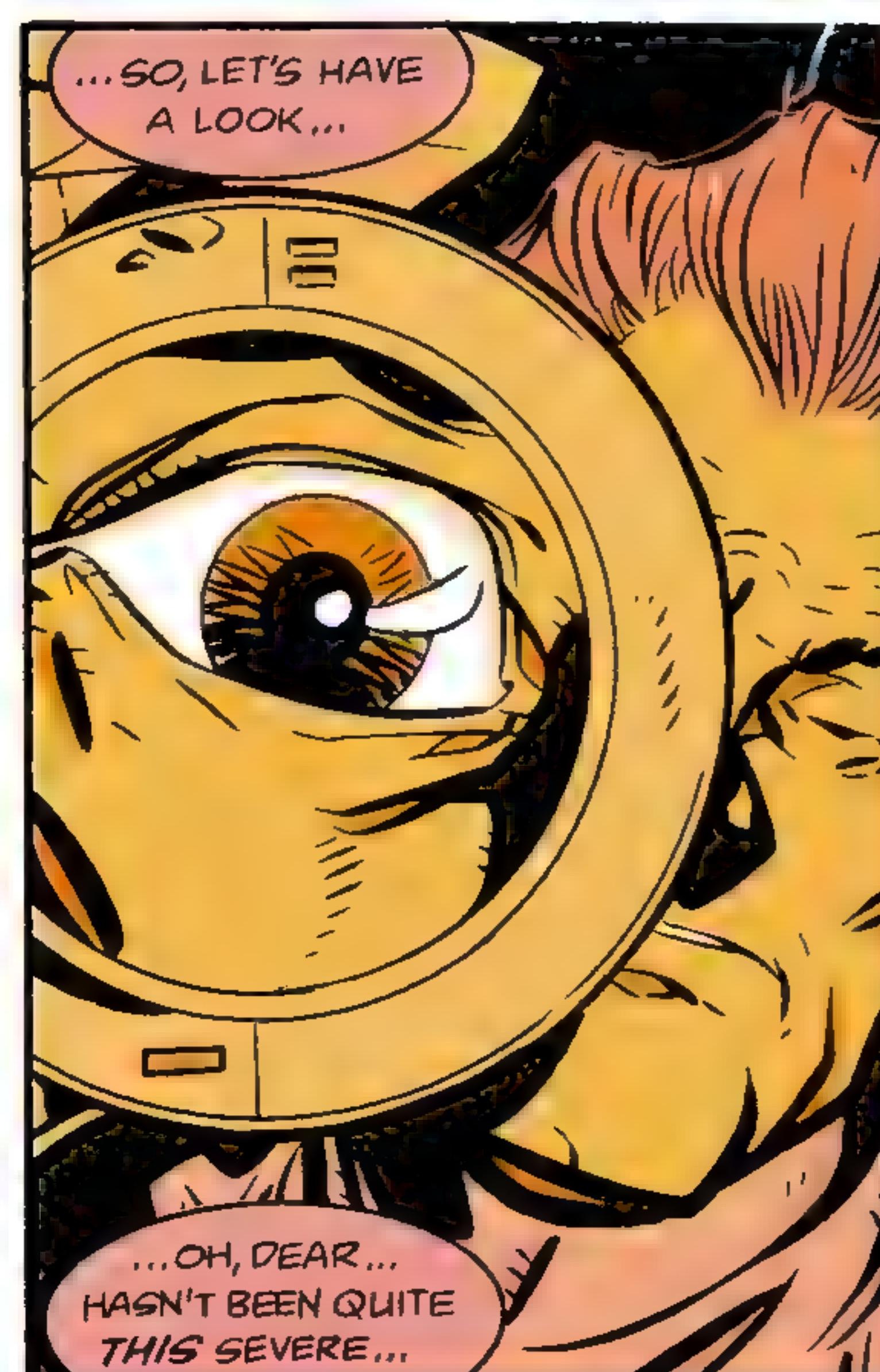
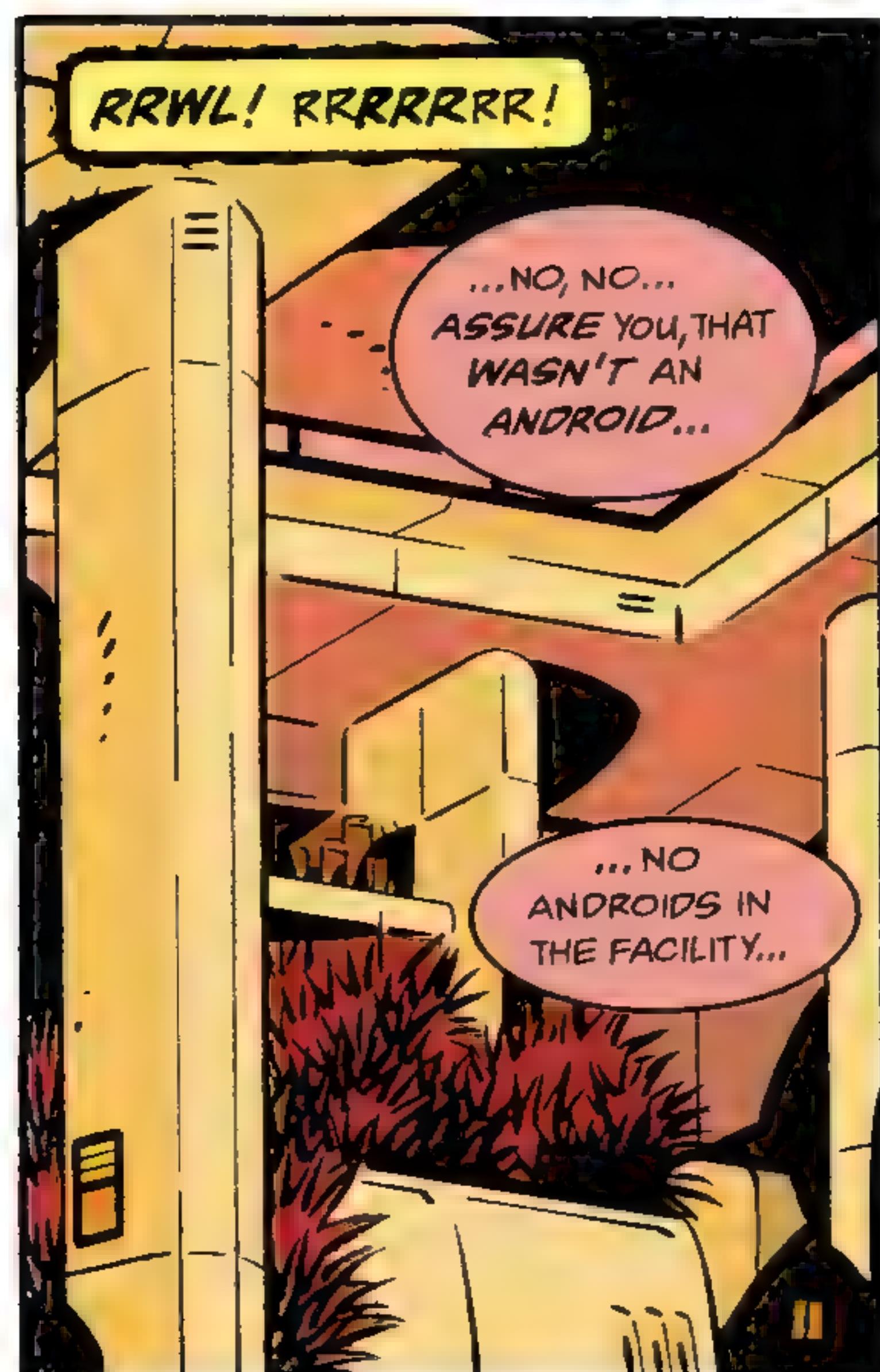
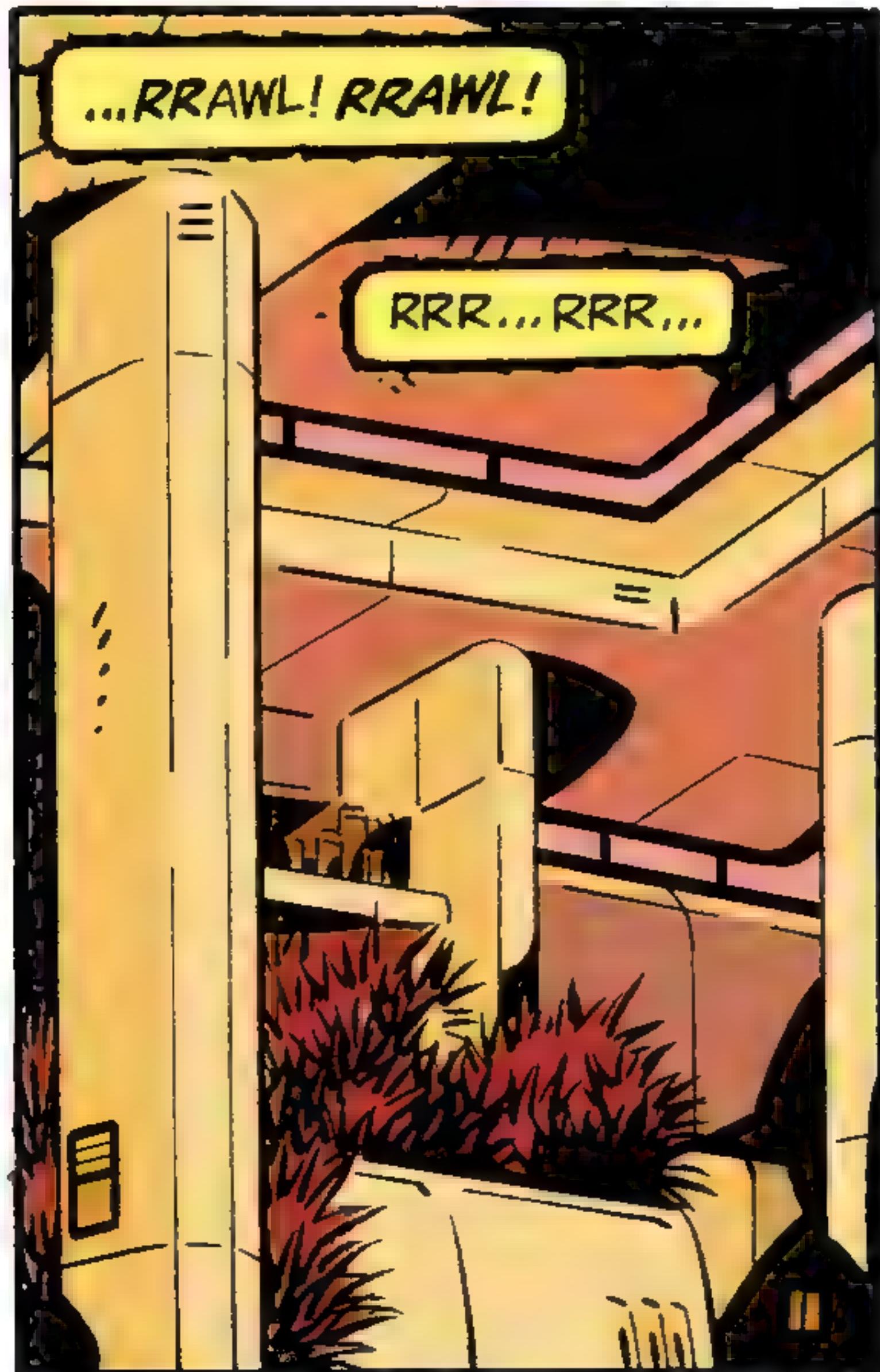


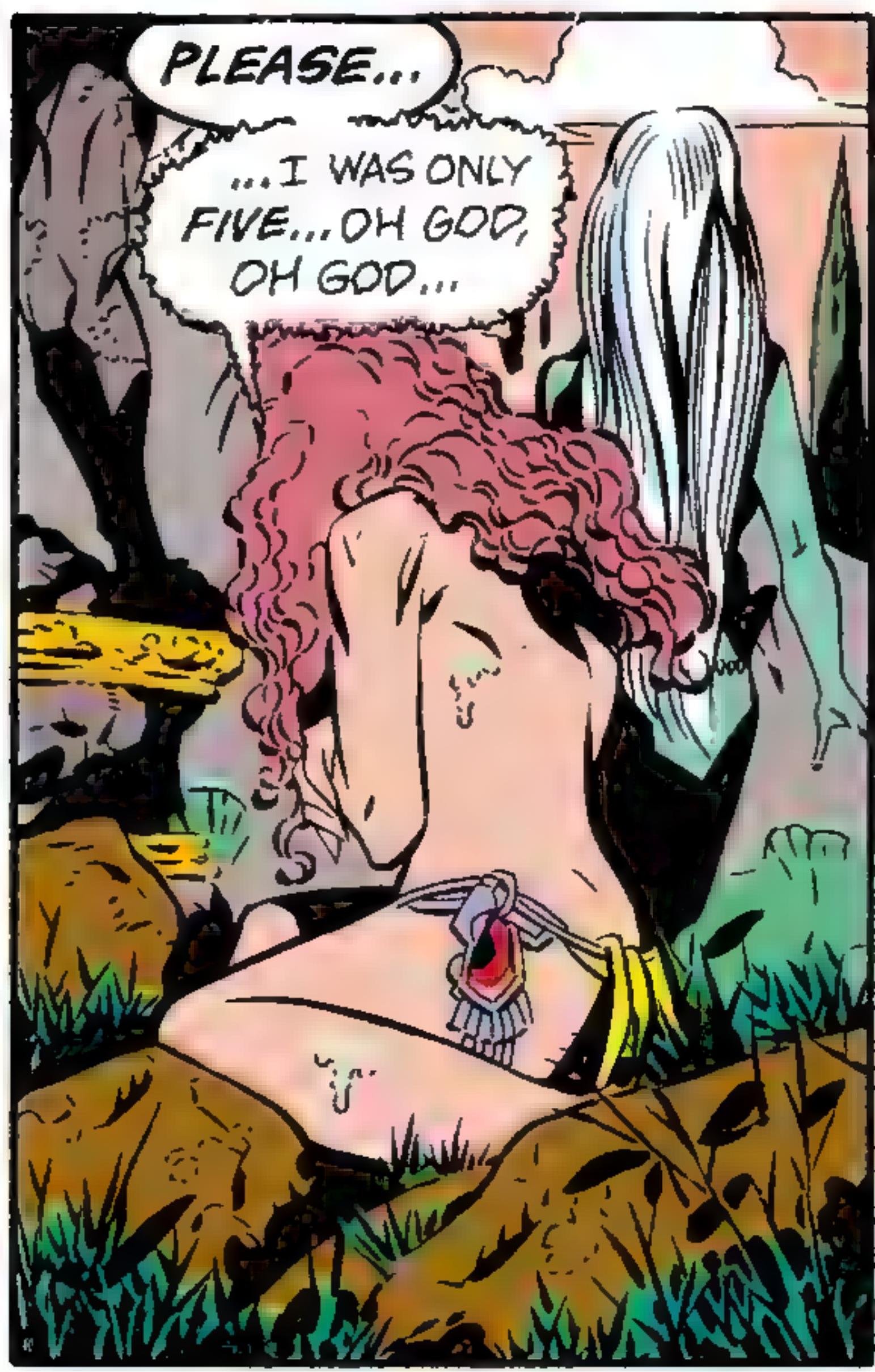
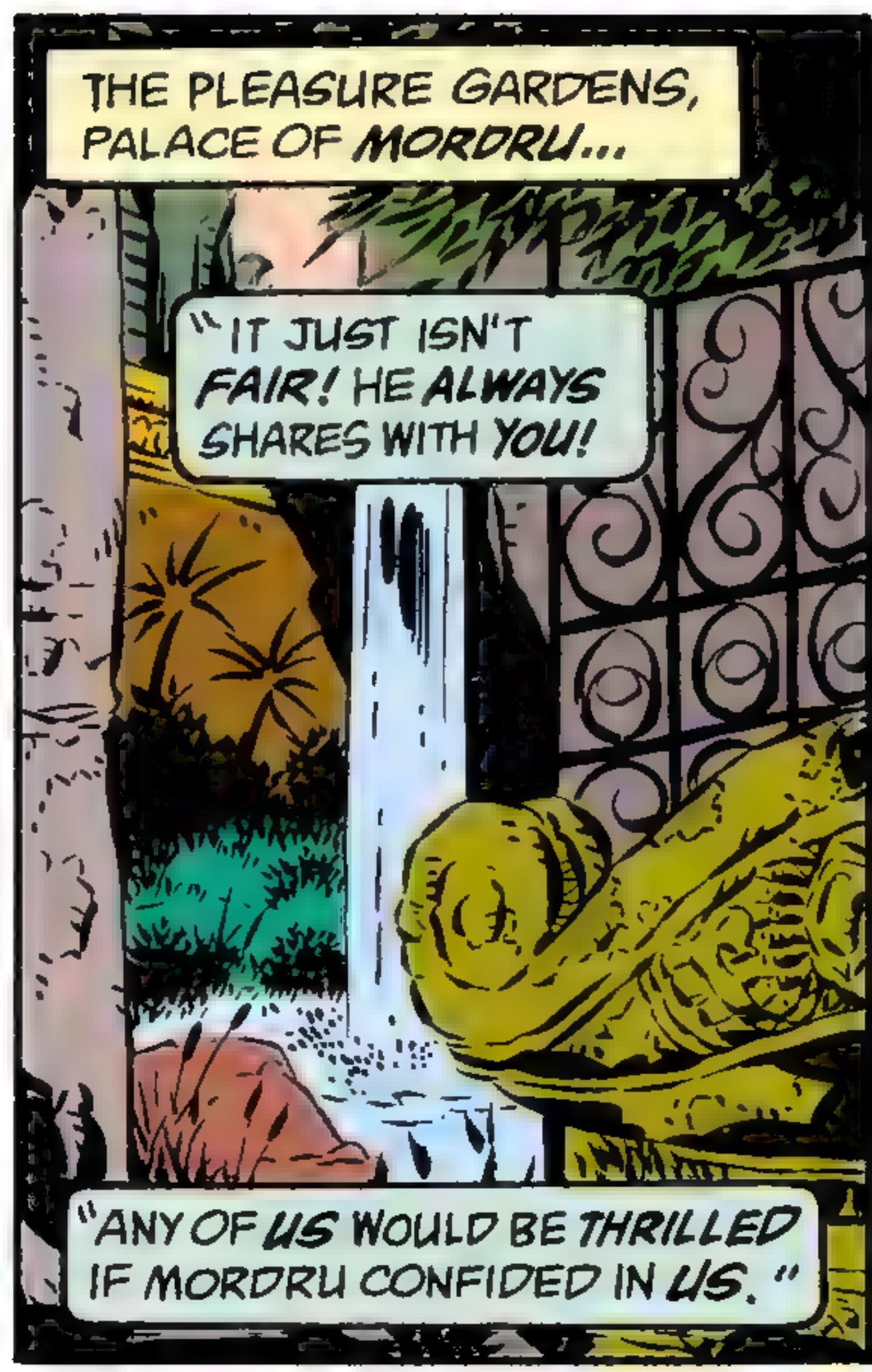












CHADWICK'S, THE MOST EXCLUSIVE CLOTHIER ON KORR...

"HEY, MAESTRO, IT'S YOU! IT'S YOU."

"DO YOU REALLY THINK SO?"

"OH, QUITE DIGNIFIED, INDEED!"

"SIGH! IT'S SO HARD TO MAKE UP MY MIND!"

"Oh, but this is GOOD, this is DEFINITELY good."

"BUT NOT GREAT..."

"OH, TURN A DEAF, MAN, YOU ARE A PLATE!"

"YES, I MUST SAY IT'S QUITE SIMPLY MAGNIFICENT."

CLERK,
DON'T YOU
AGREE?

"OH, ABSOLUTELY, SIR! BEYOND DOUBT! MOST ATTRACTIVE!"

"HA! YOU LOOK LIKE A RIMBORIAN PIMP WITH A DEAD BABOOTCH ON YER BACK!"

"NOW THAT YOU MENTION IT, IT IS A BIT MUCH!"

"YES, DEFINITELY A BAD IDEA!"

IN FACT, I'M CERTAIN WE HAVE SOMETHING HERE THAT WILL LOOK EVEN BETTER ON YOU!

YOU SEE? THIS MAUVE SMOKING JACKET IS JUST PERFECT.

REMINDS ME OF THE OCEANS OF COLLU.

YES, YOU'RE QUITE RIGHT!

"THE OCEANS OF COLLU MAKE ME SICK!"

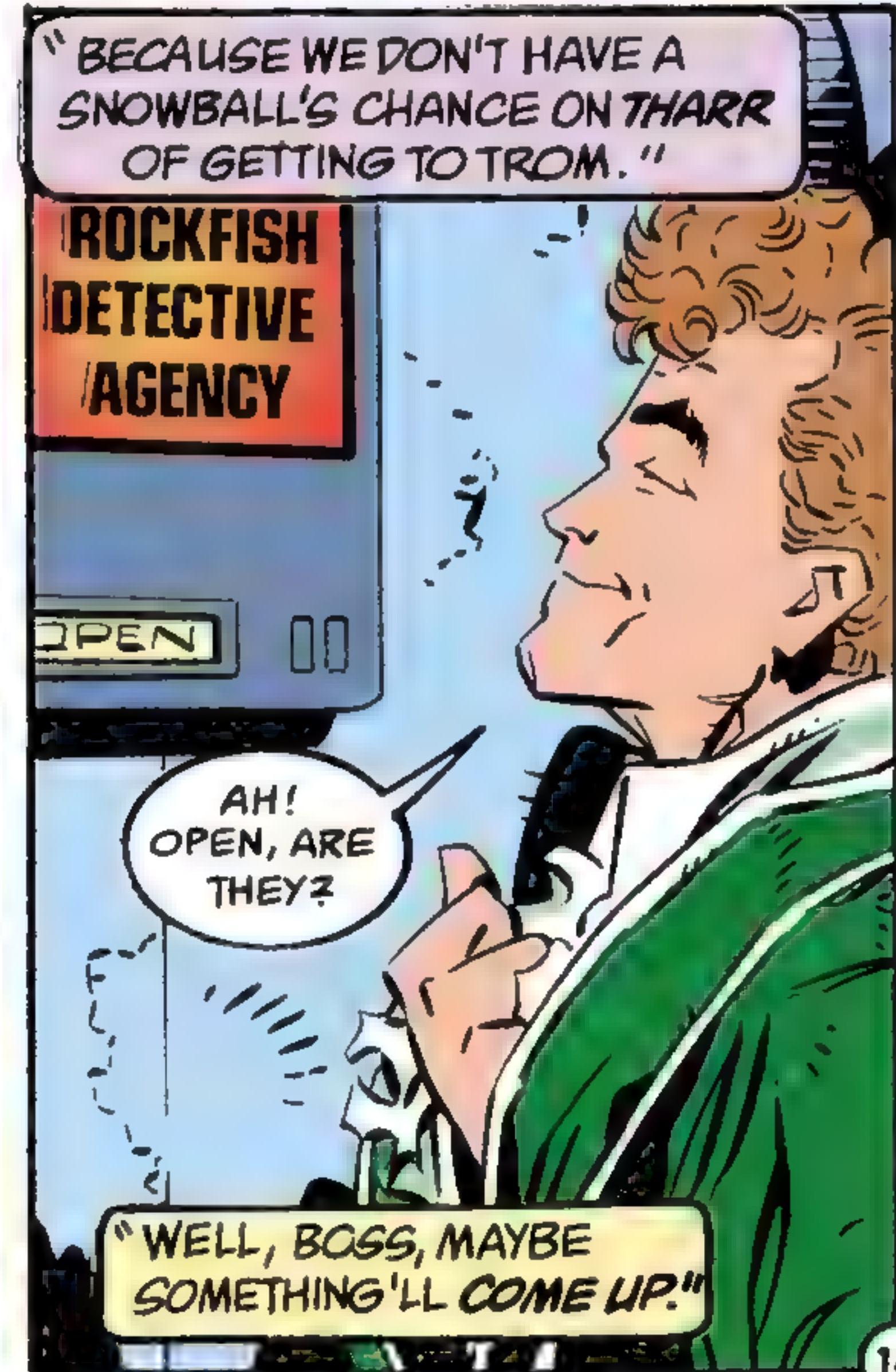
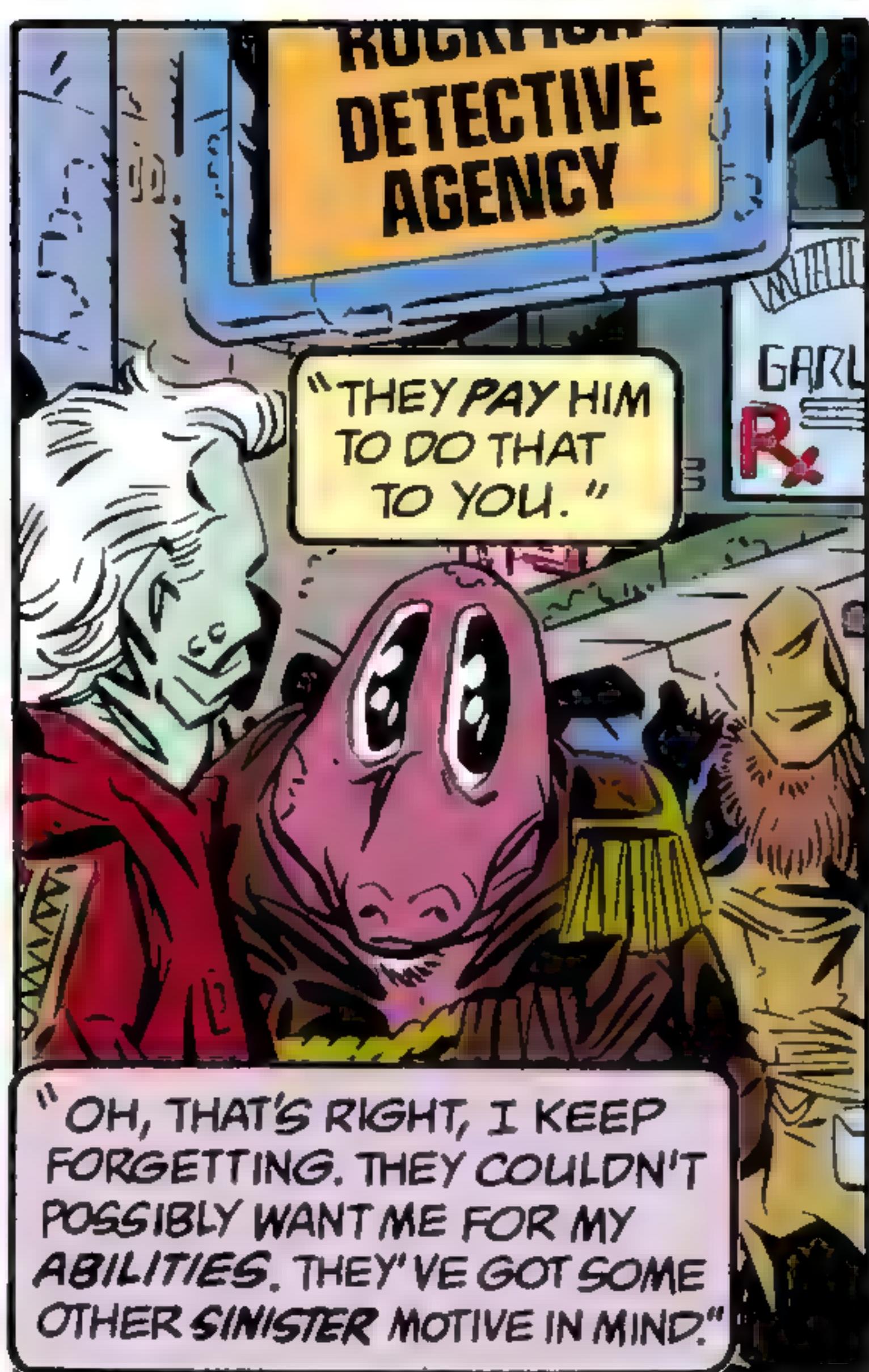
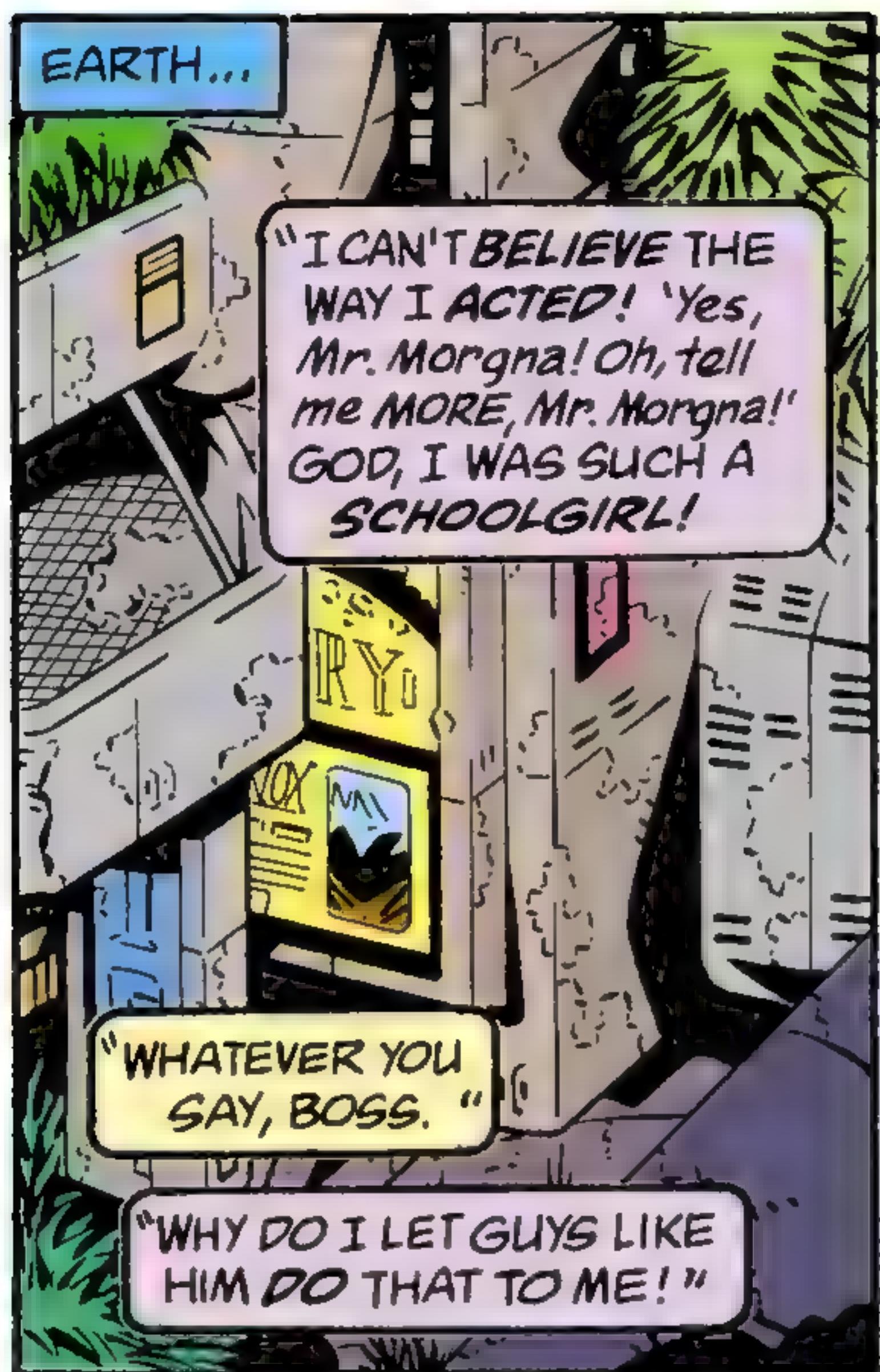
SO! PLAYING ME FOR A FOOL, ARE YOU? JUST ANOTHER YES MAN, ARE YOU?

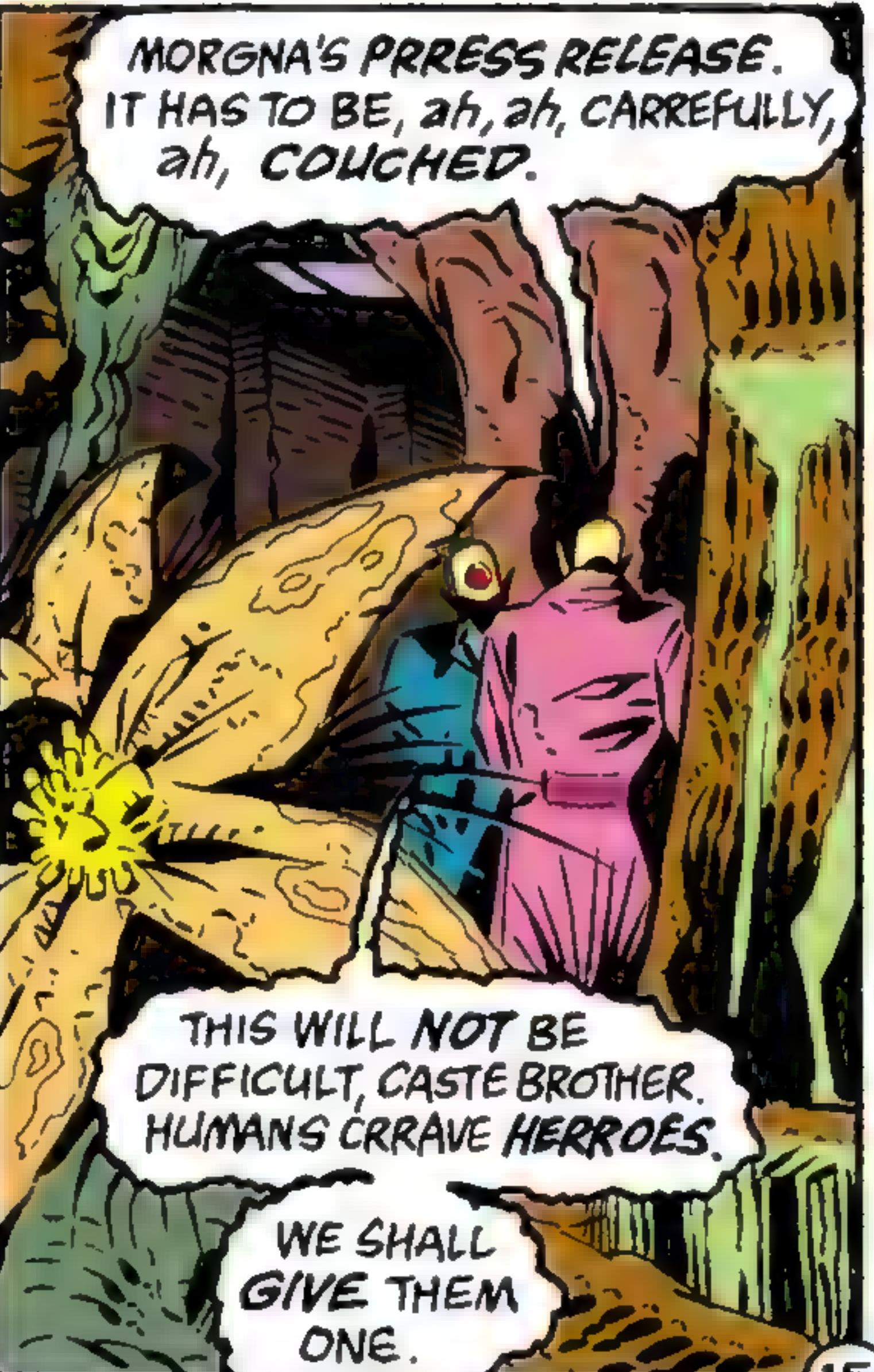
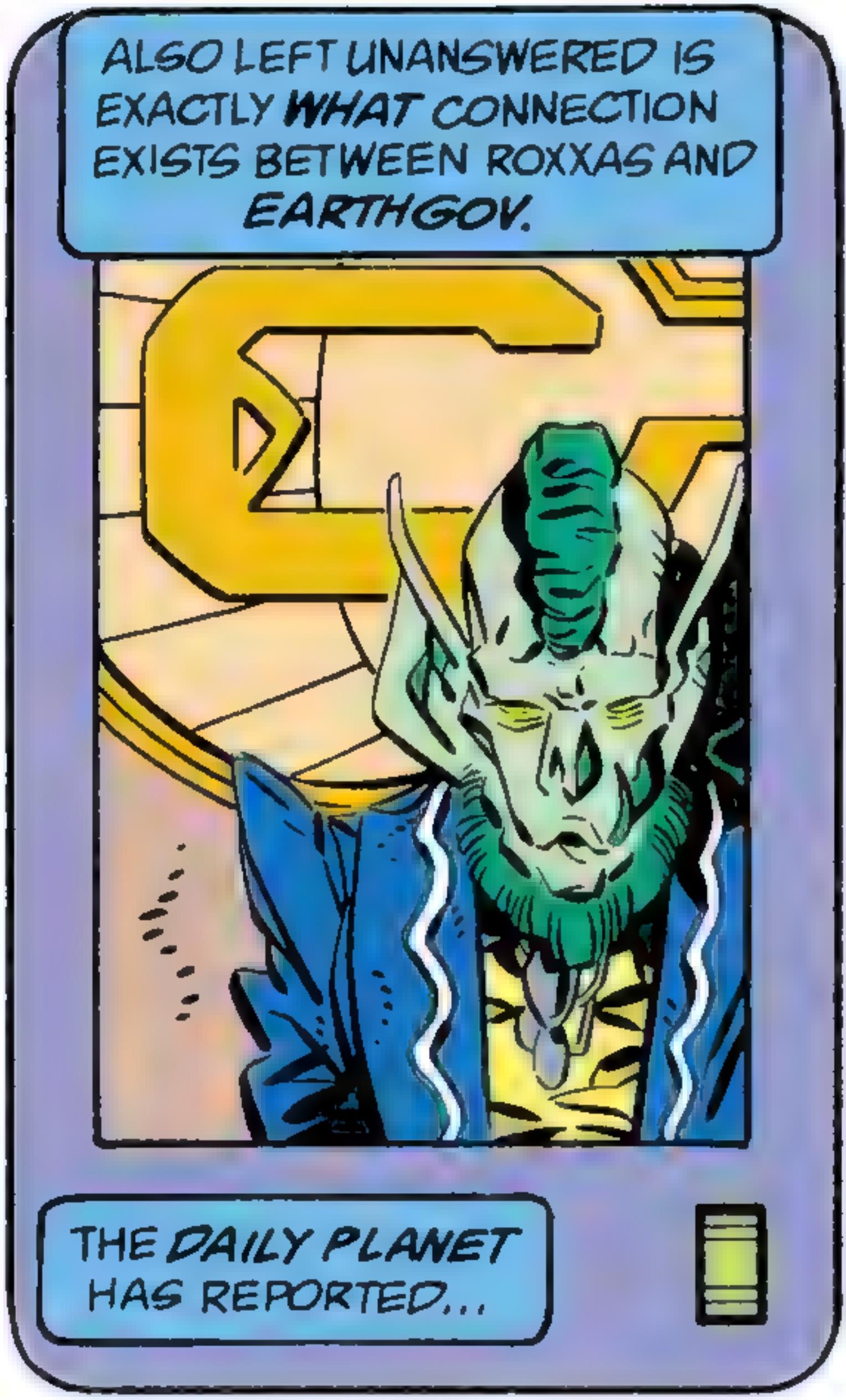
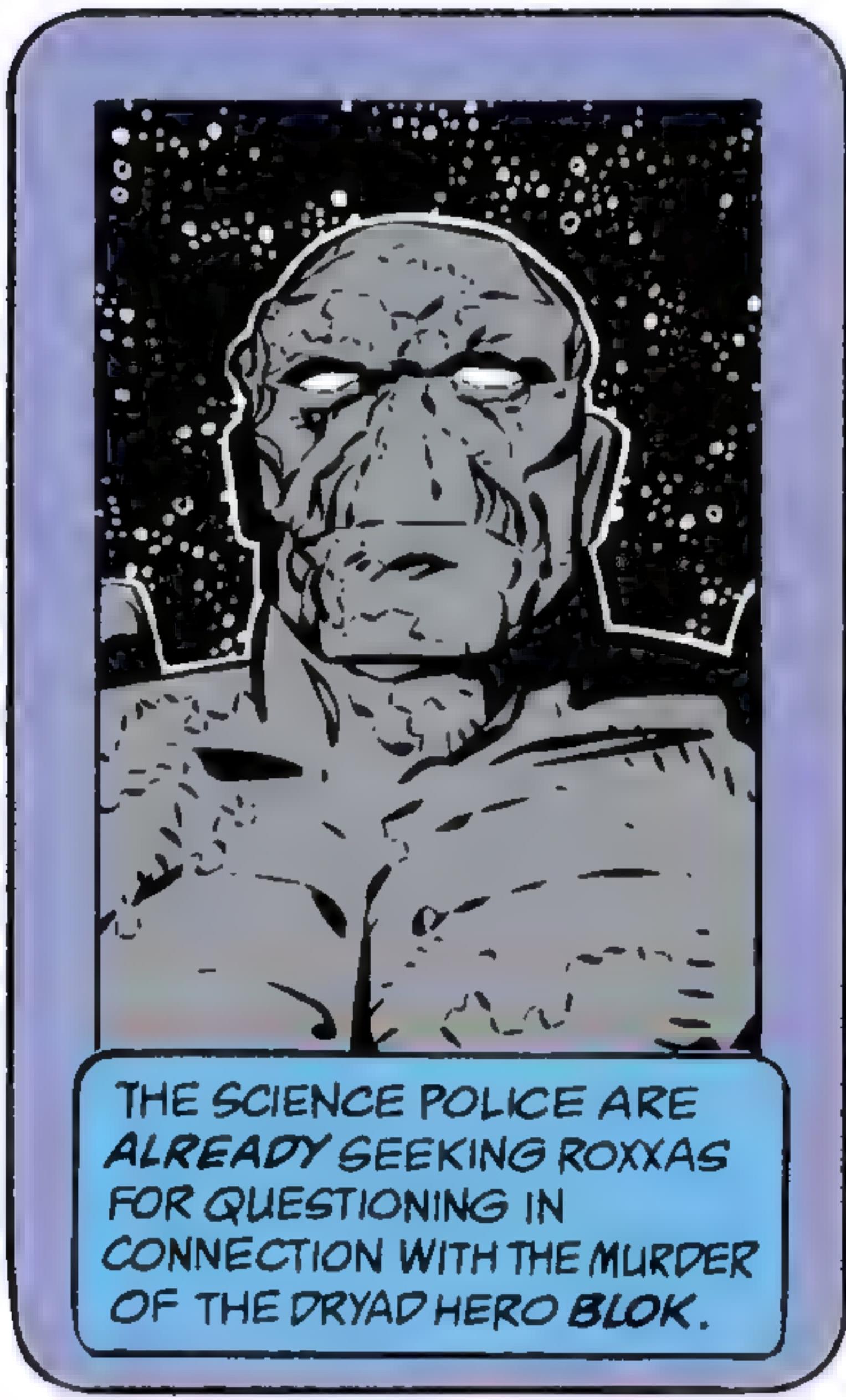
OH, NO, SIR. NO, NO!

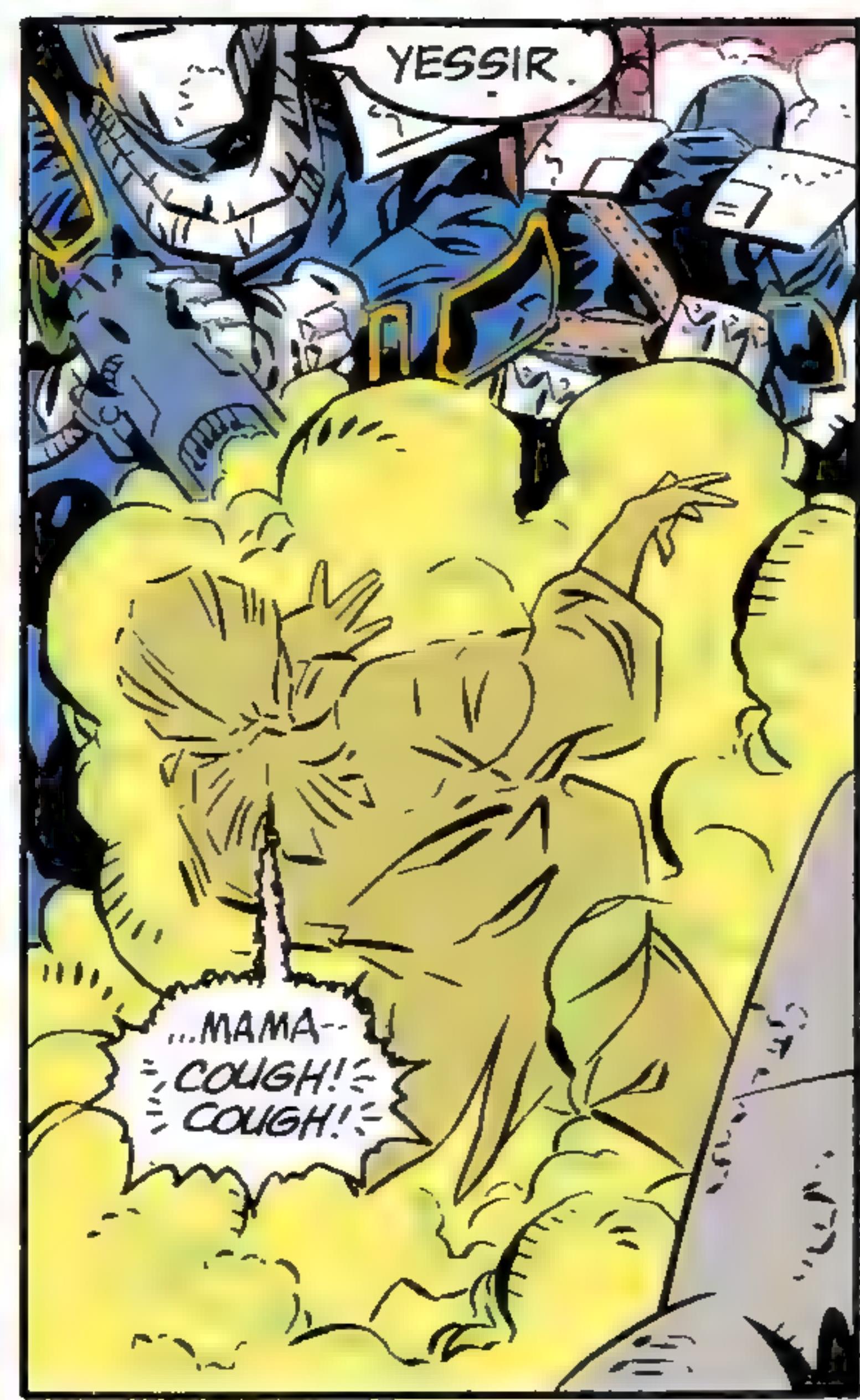
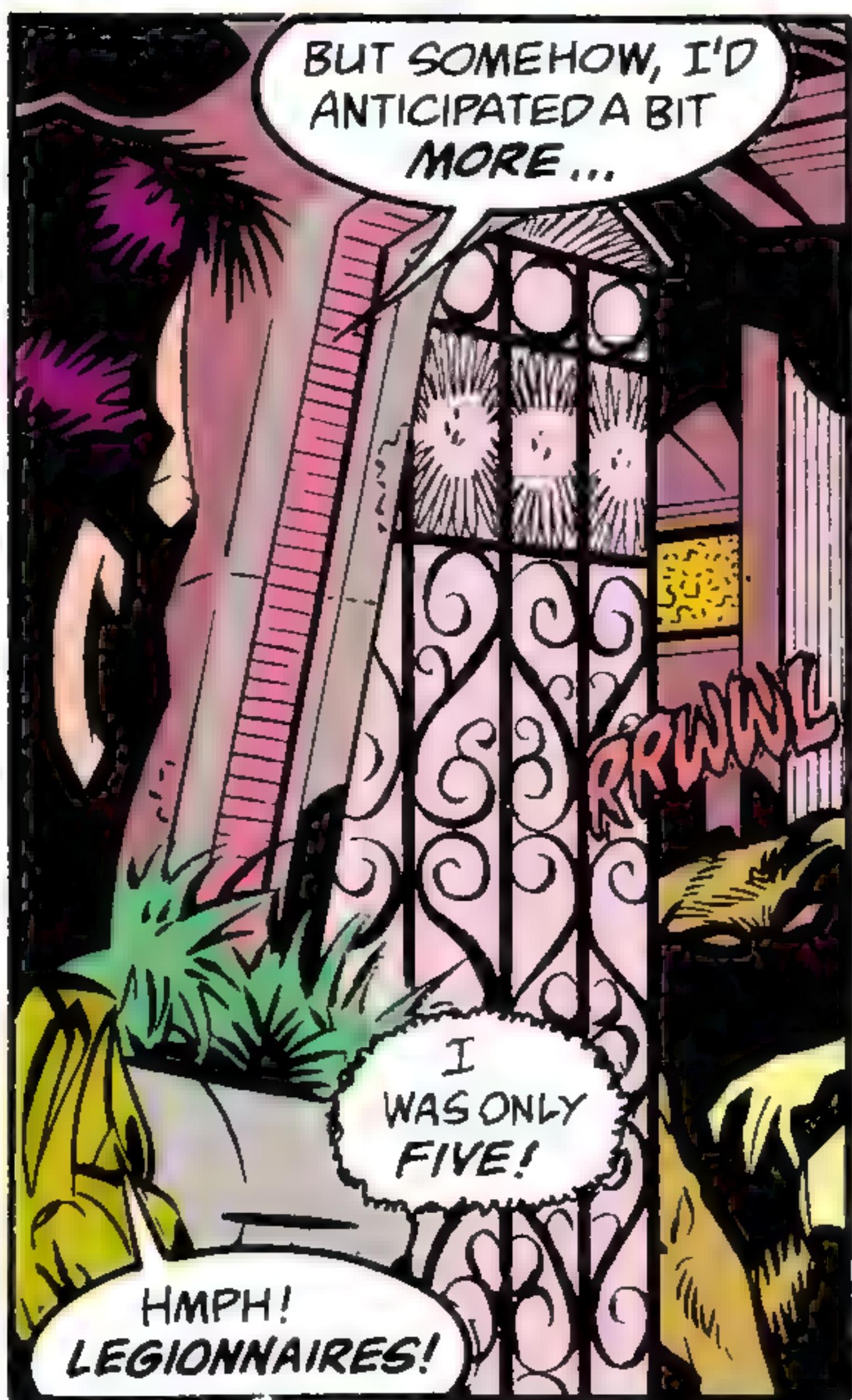
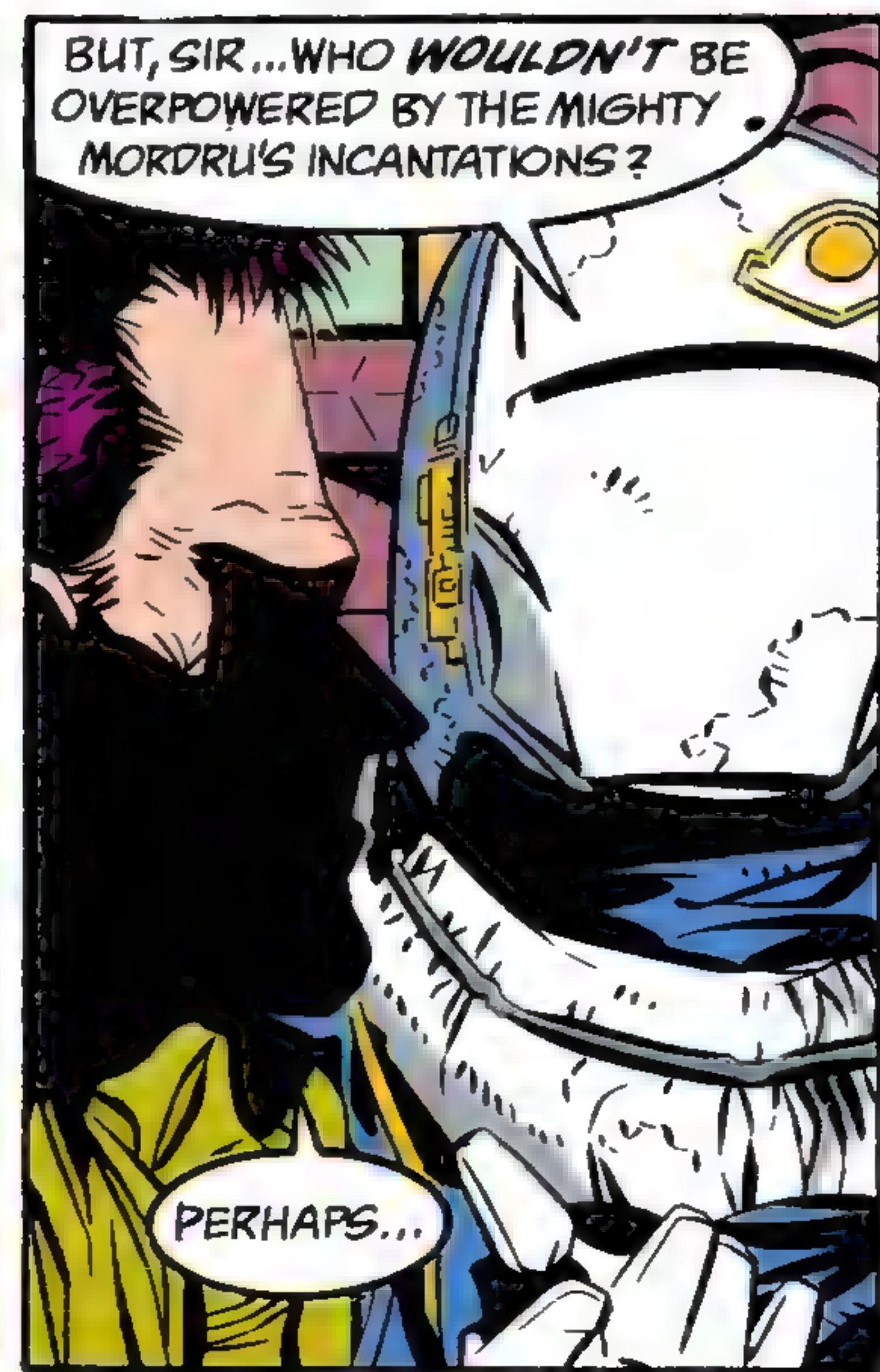
SICK? UH, YES, ME TOO...
"Oh, dear...oh, dear. I hope this clerk does BETTER than the OTHERS..."

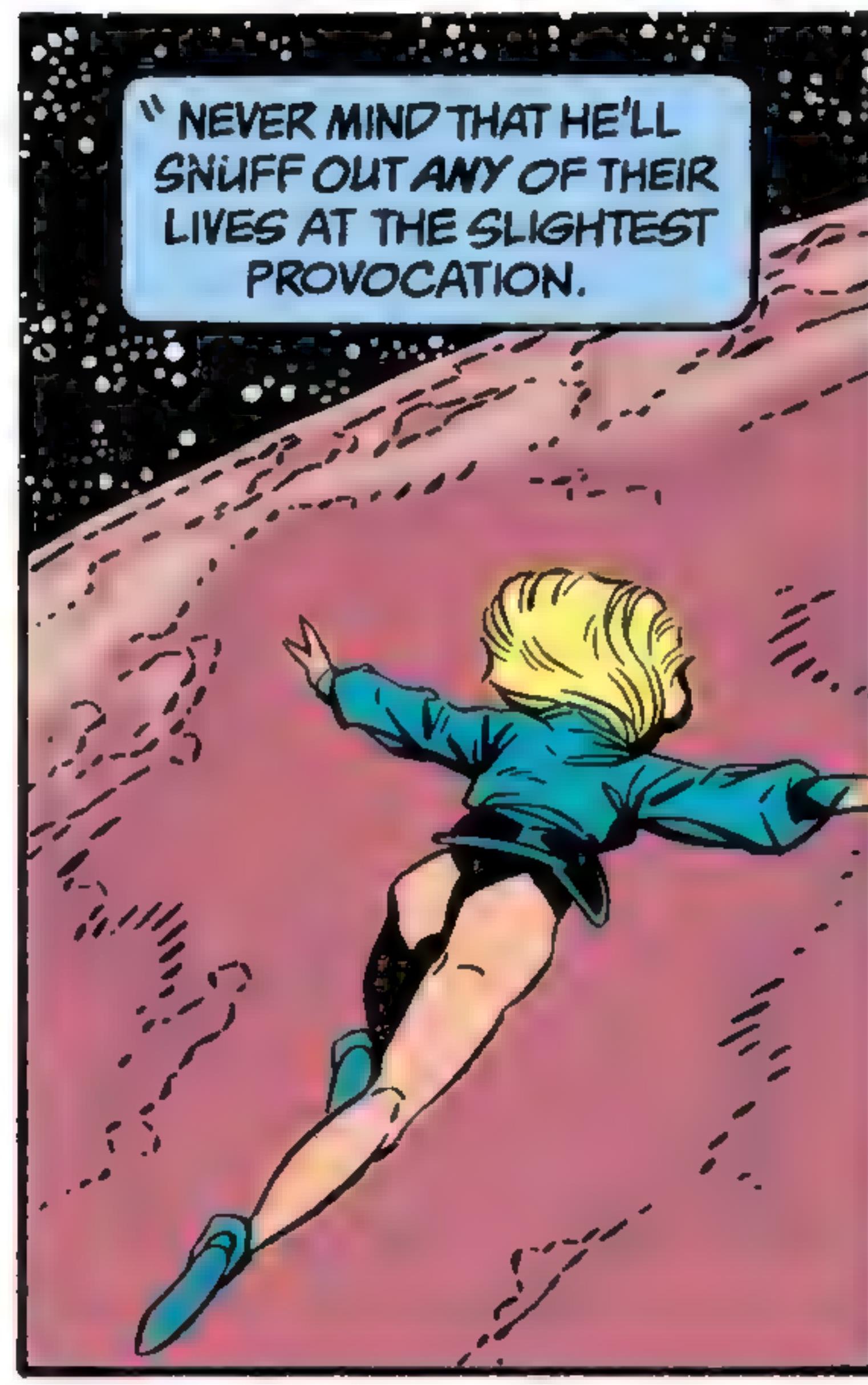
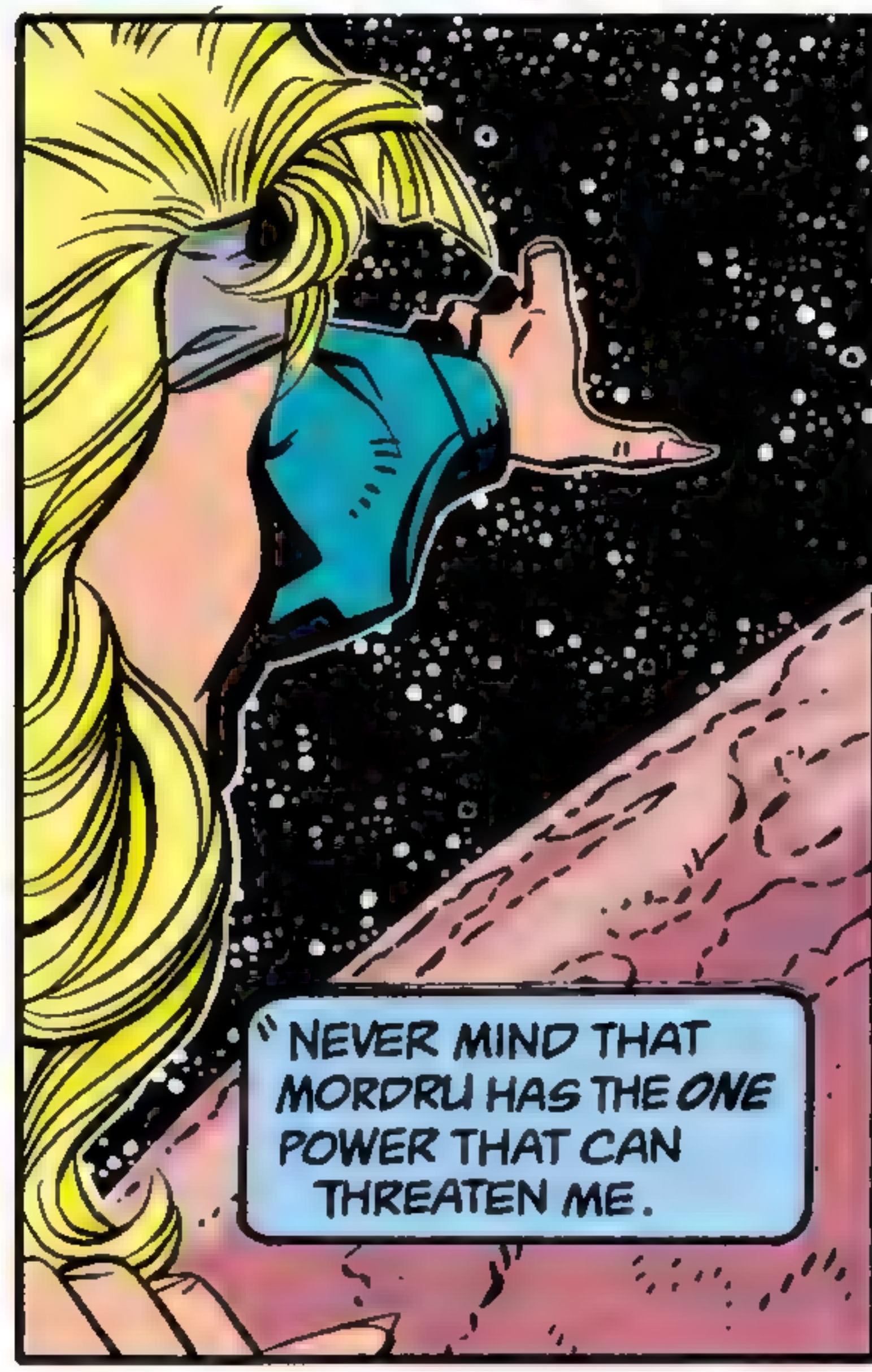
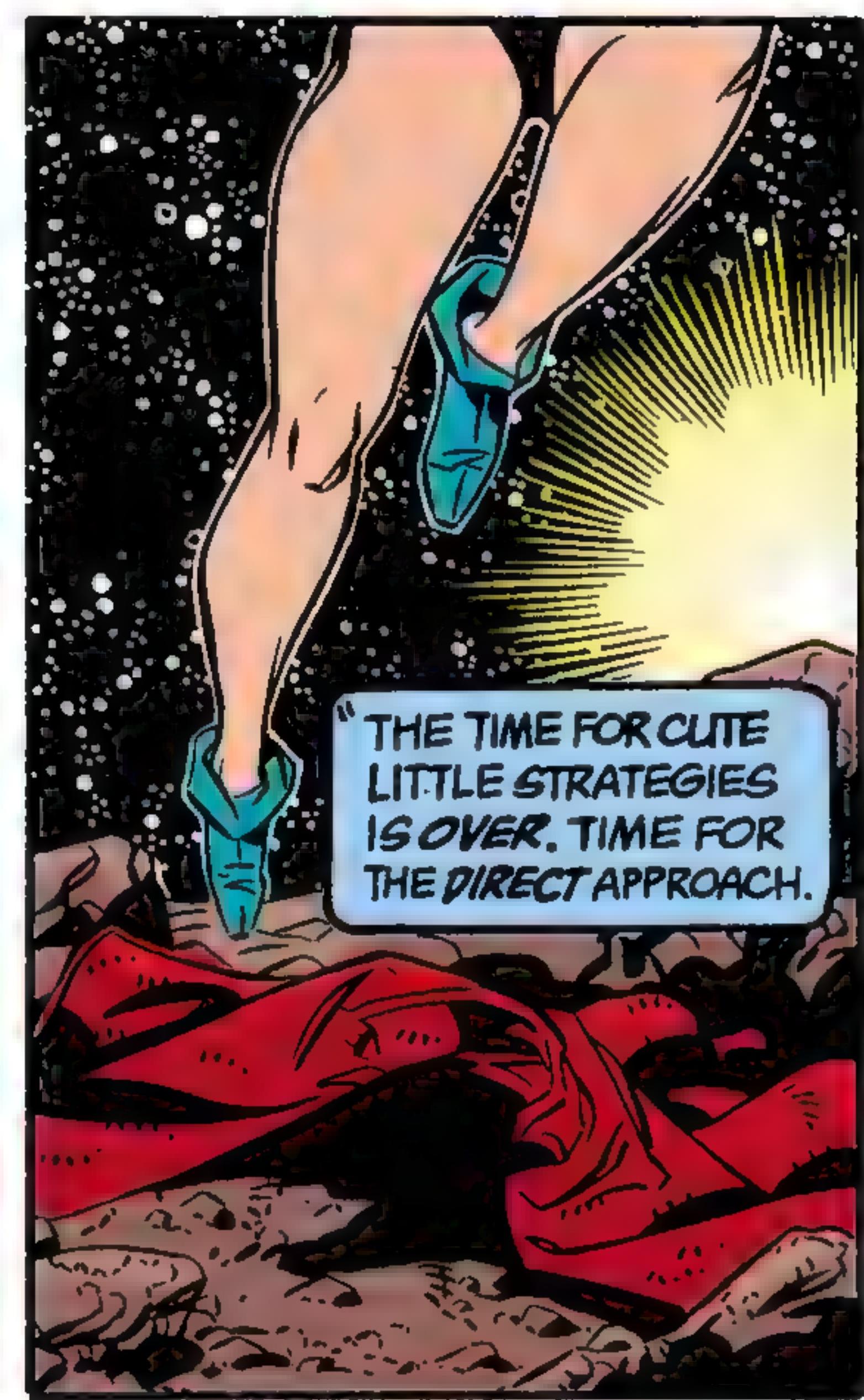
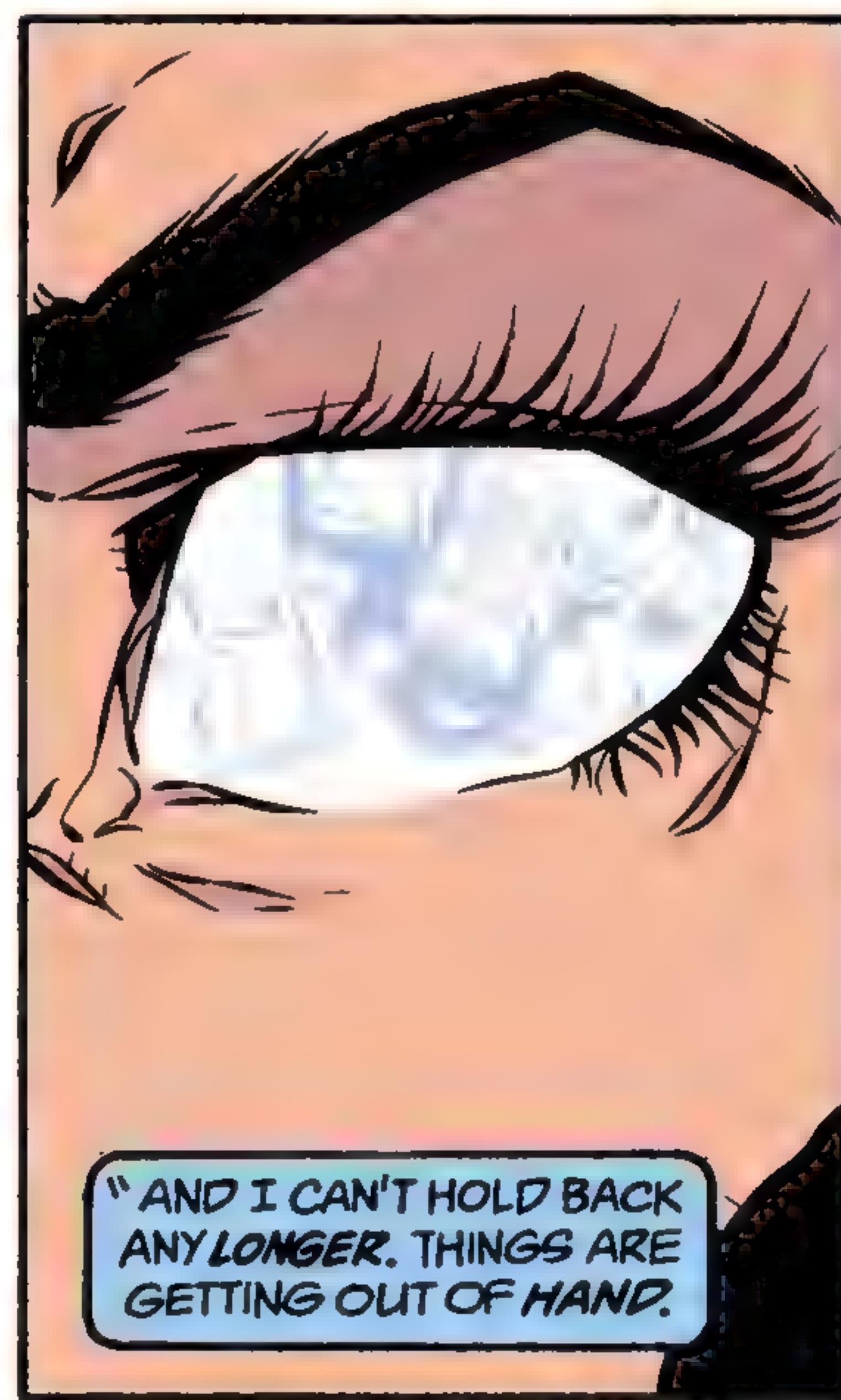
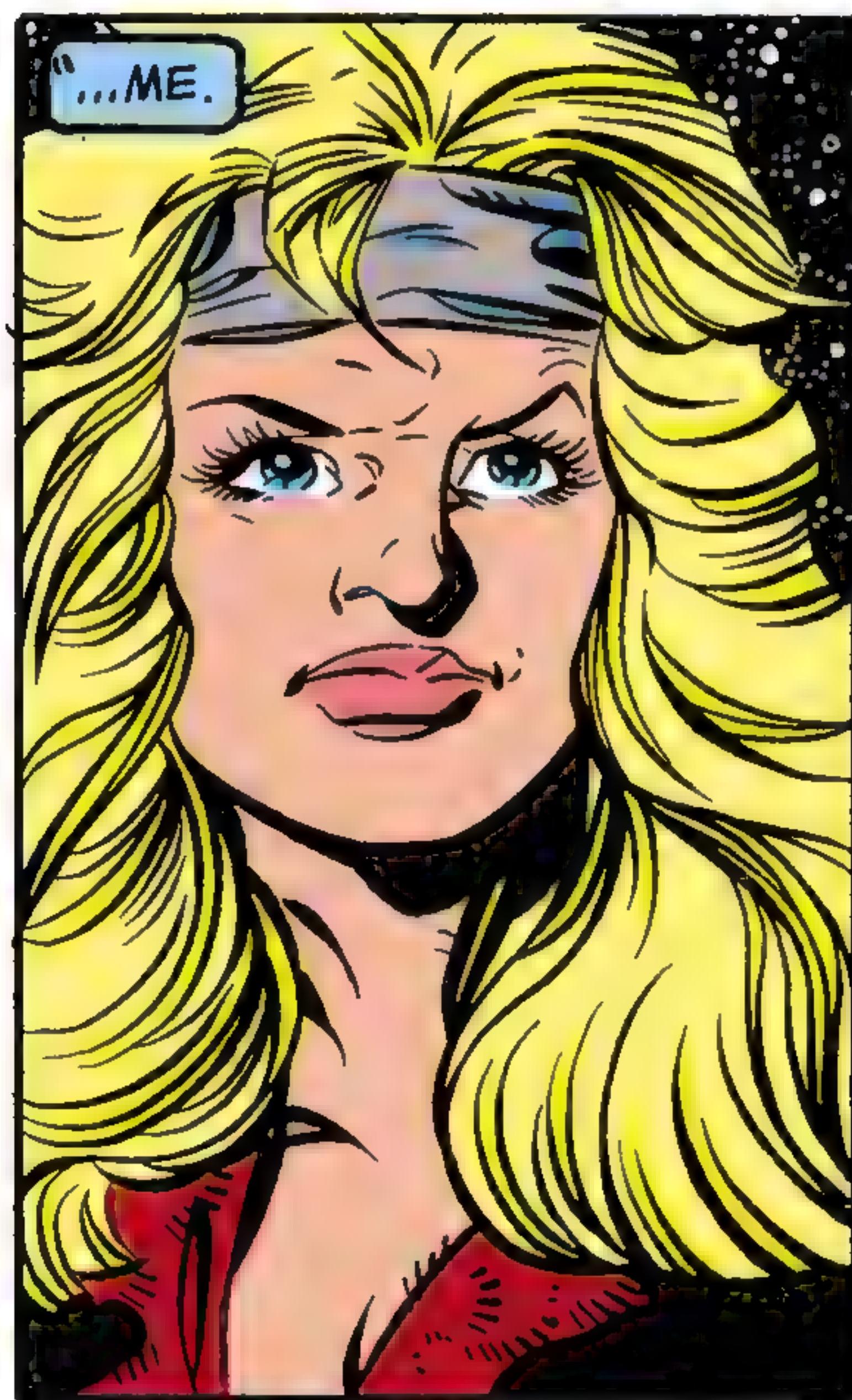
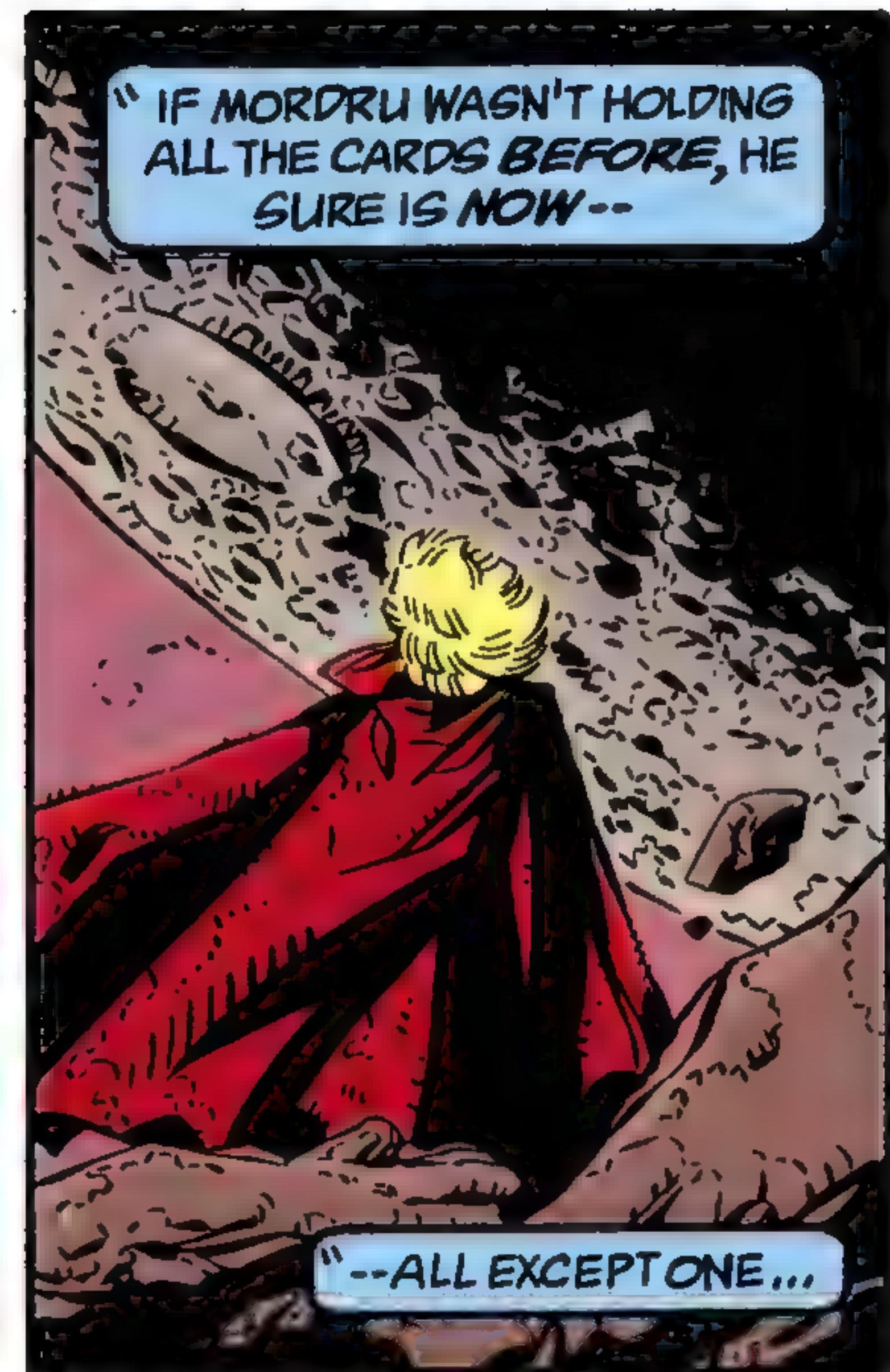
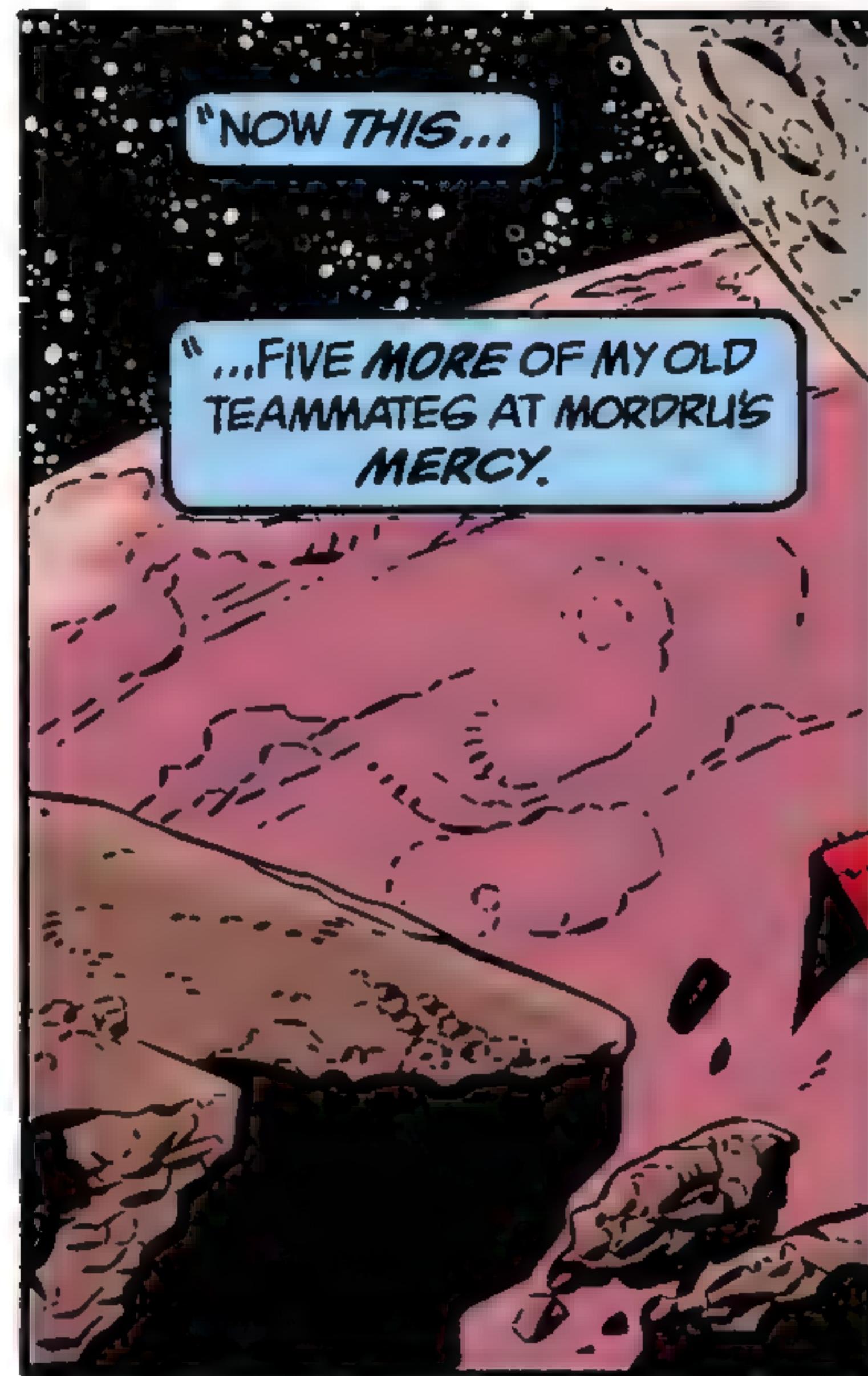
"...FOR HIS SAKE."

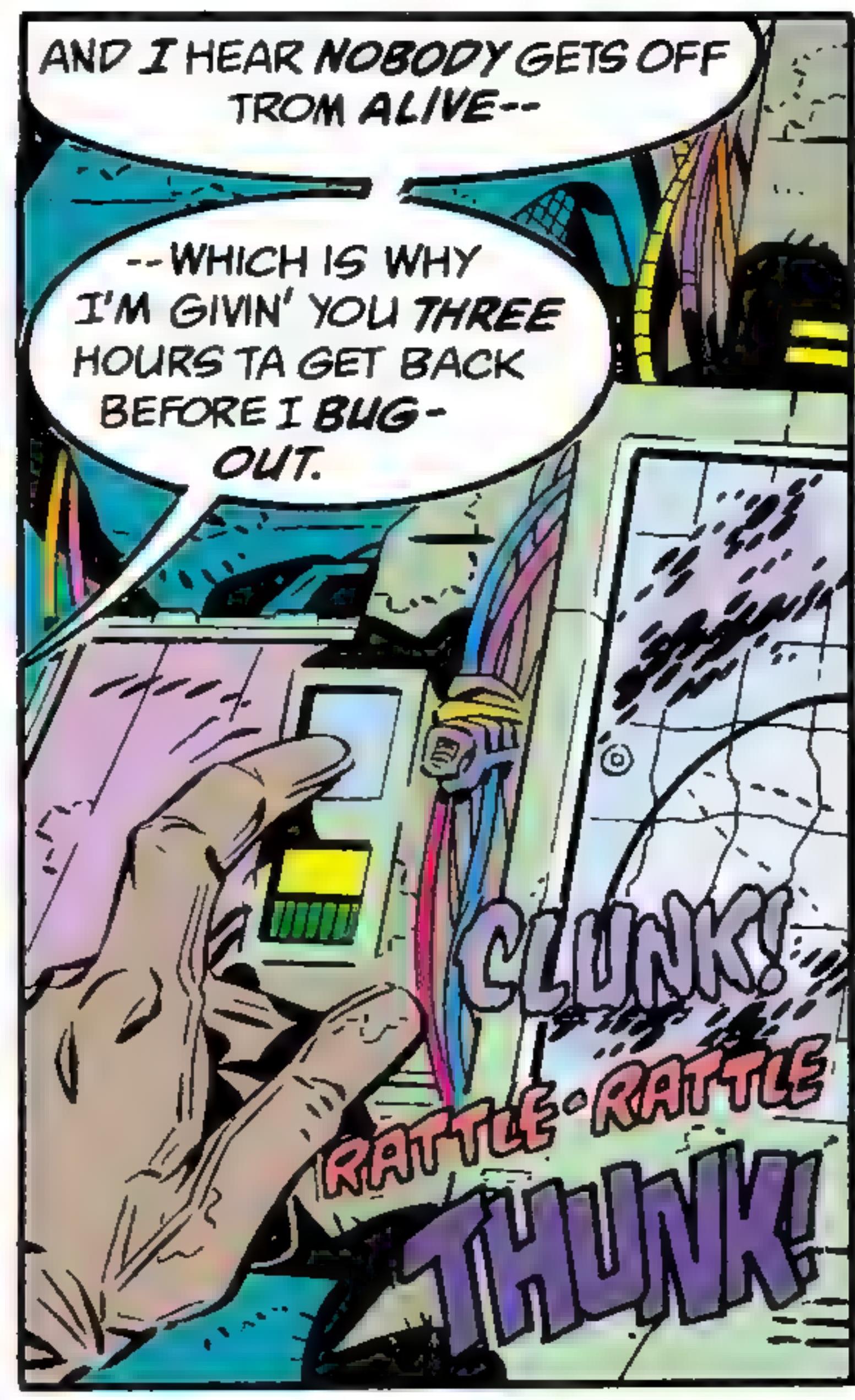
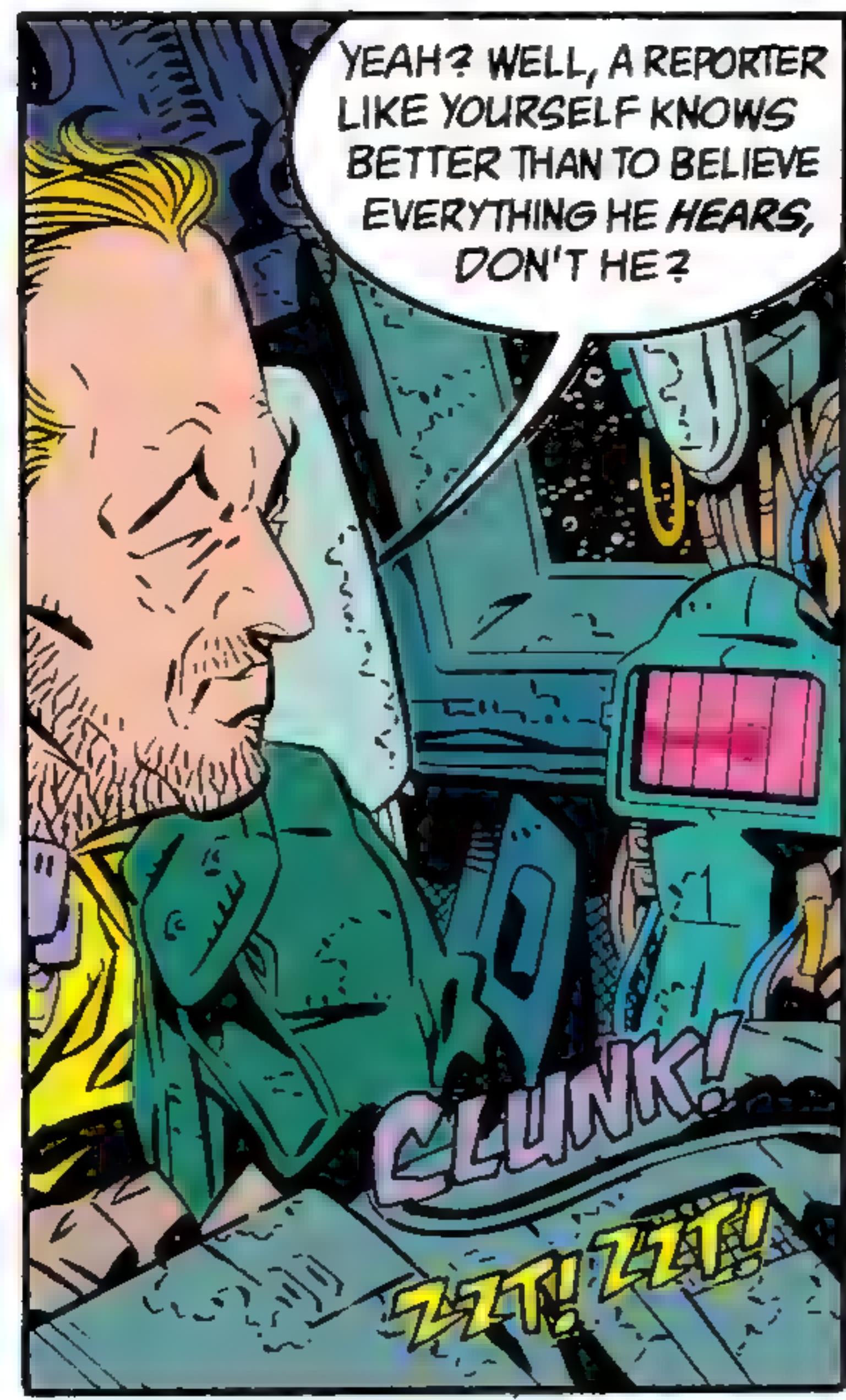
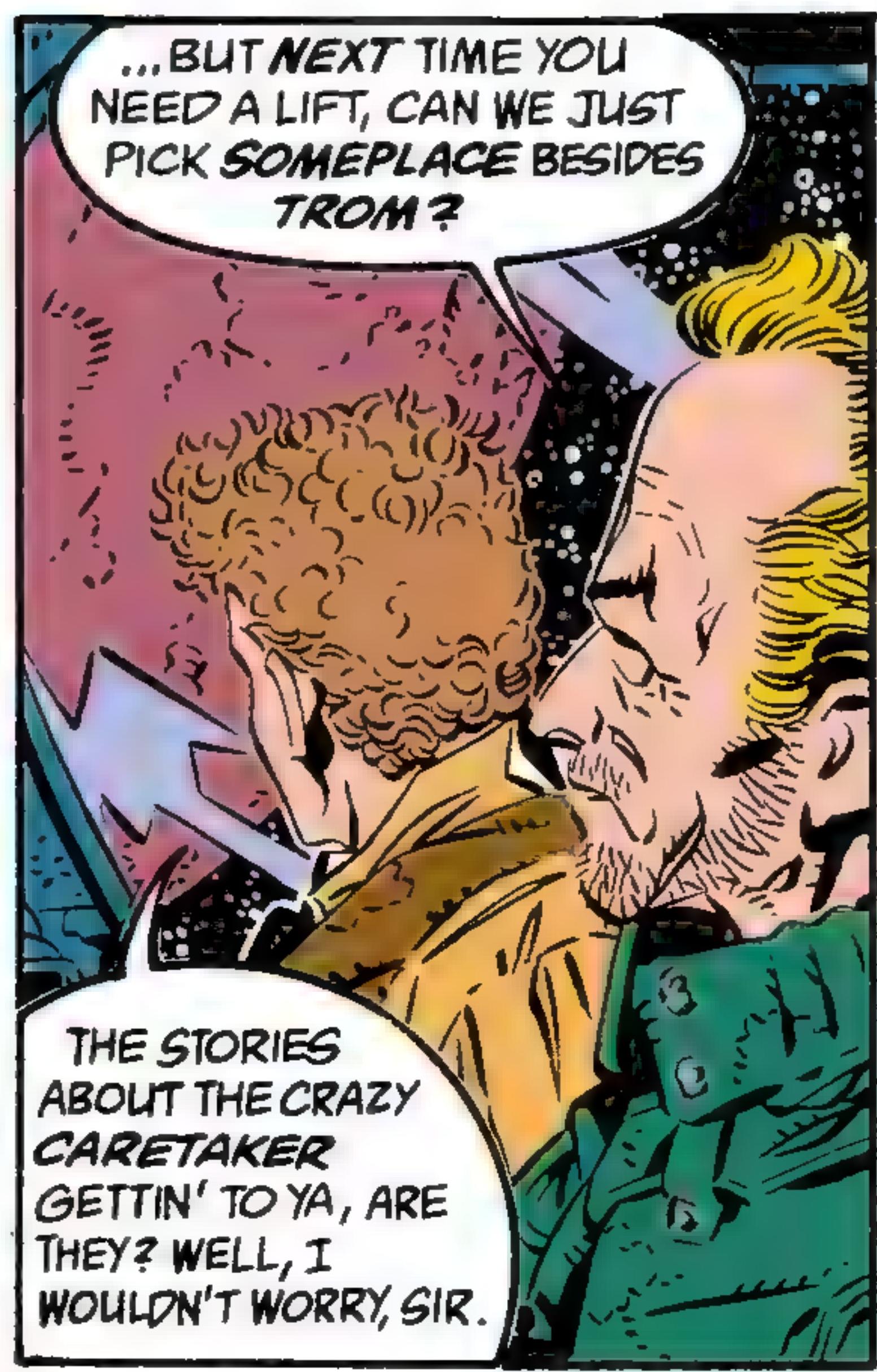
"MAN, IT'S GETTING LONELY IN HERE."

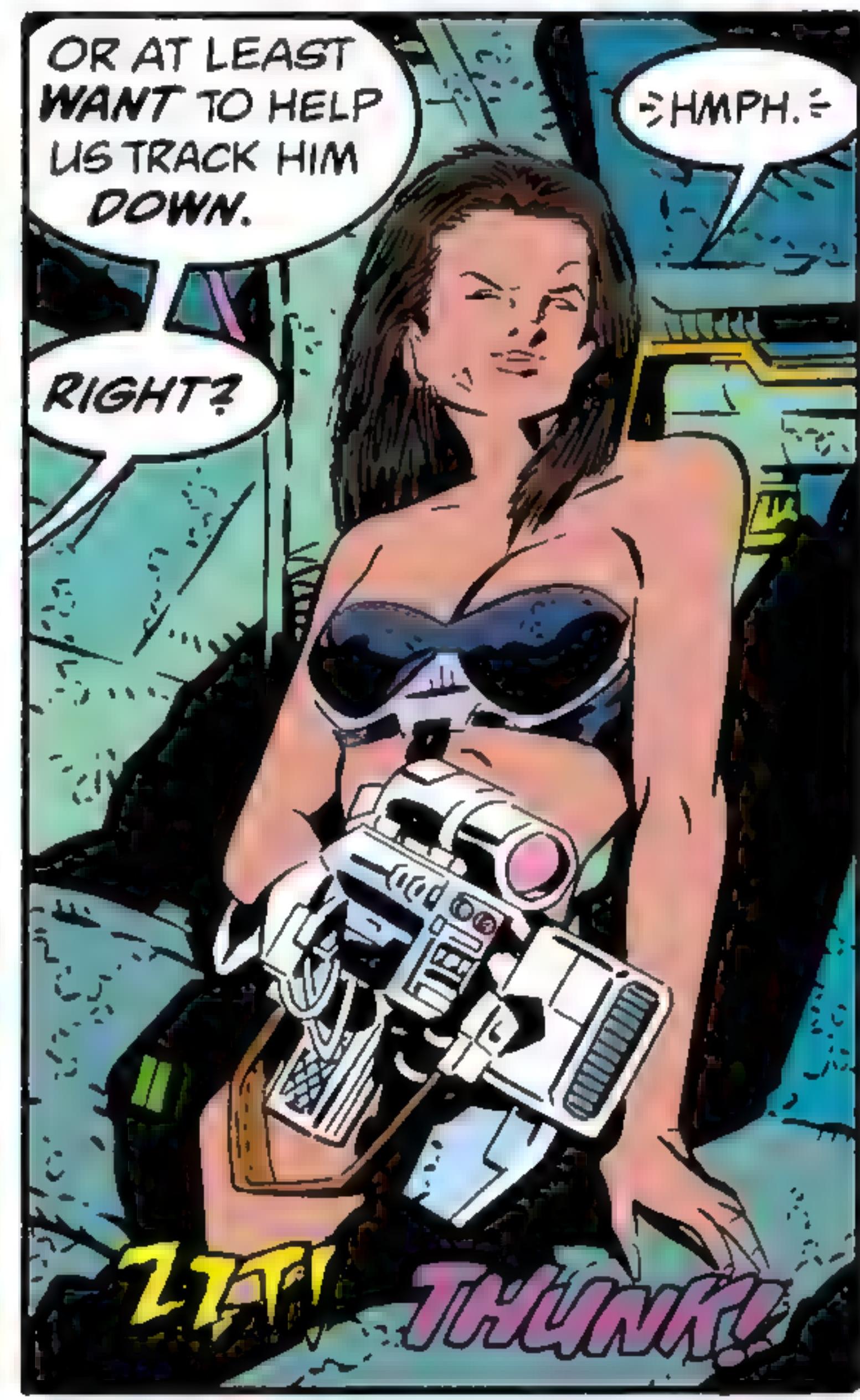
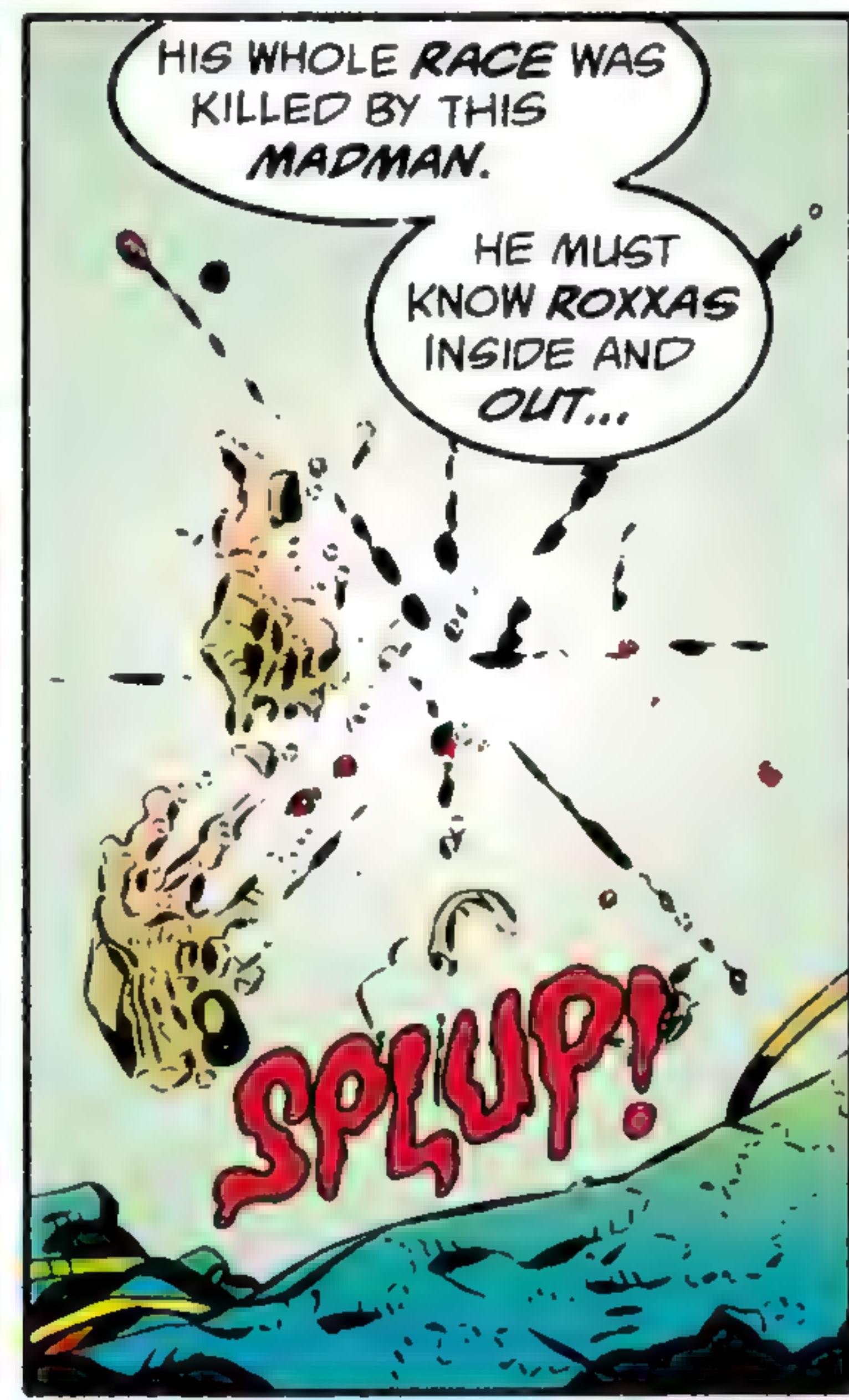
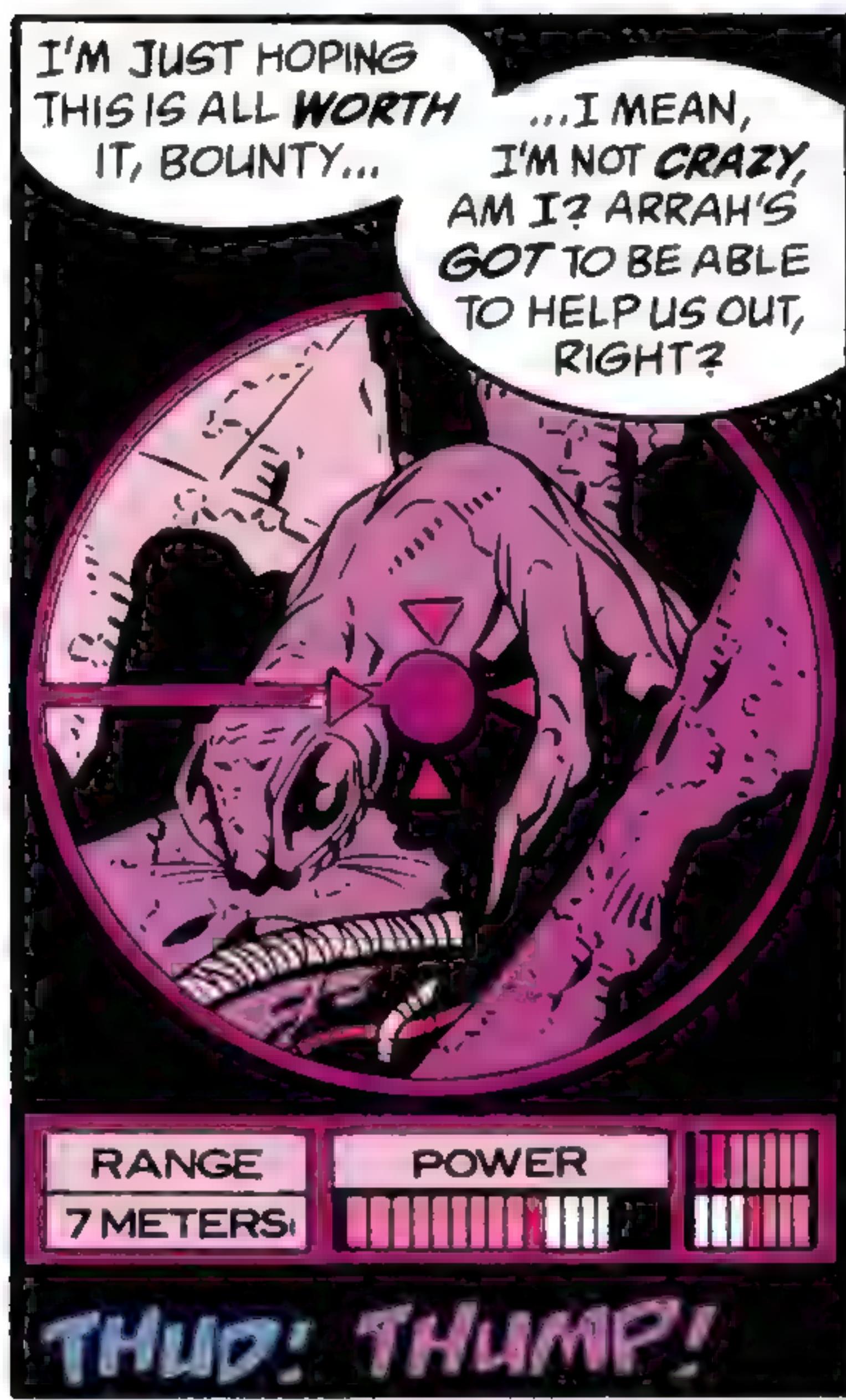




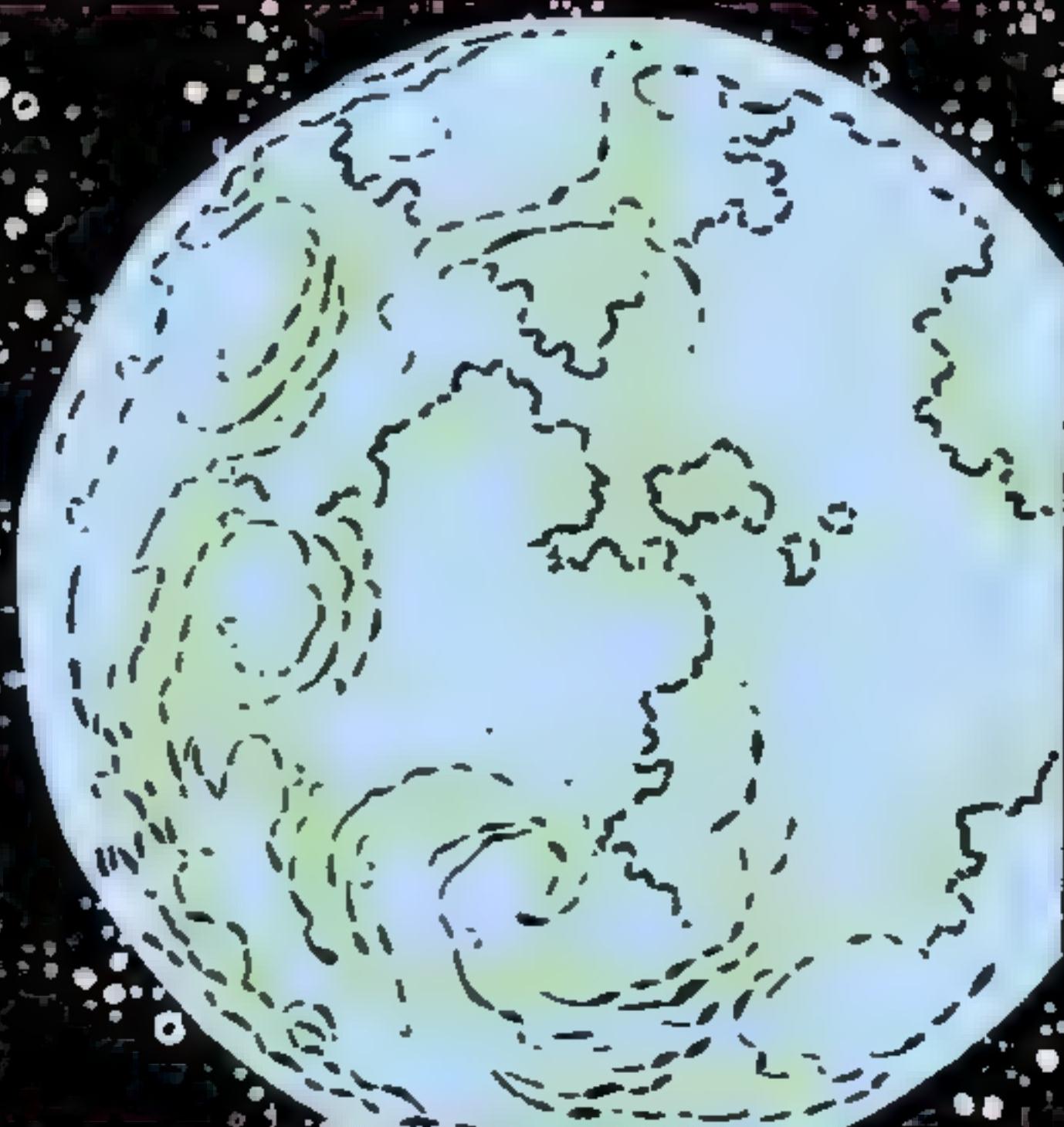






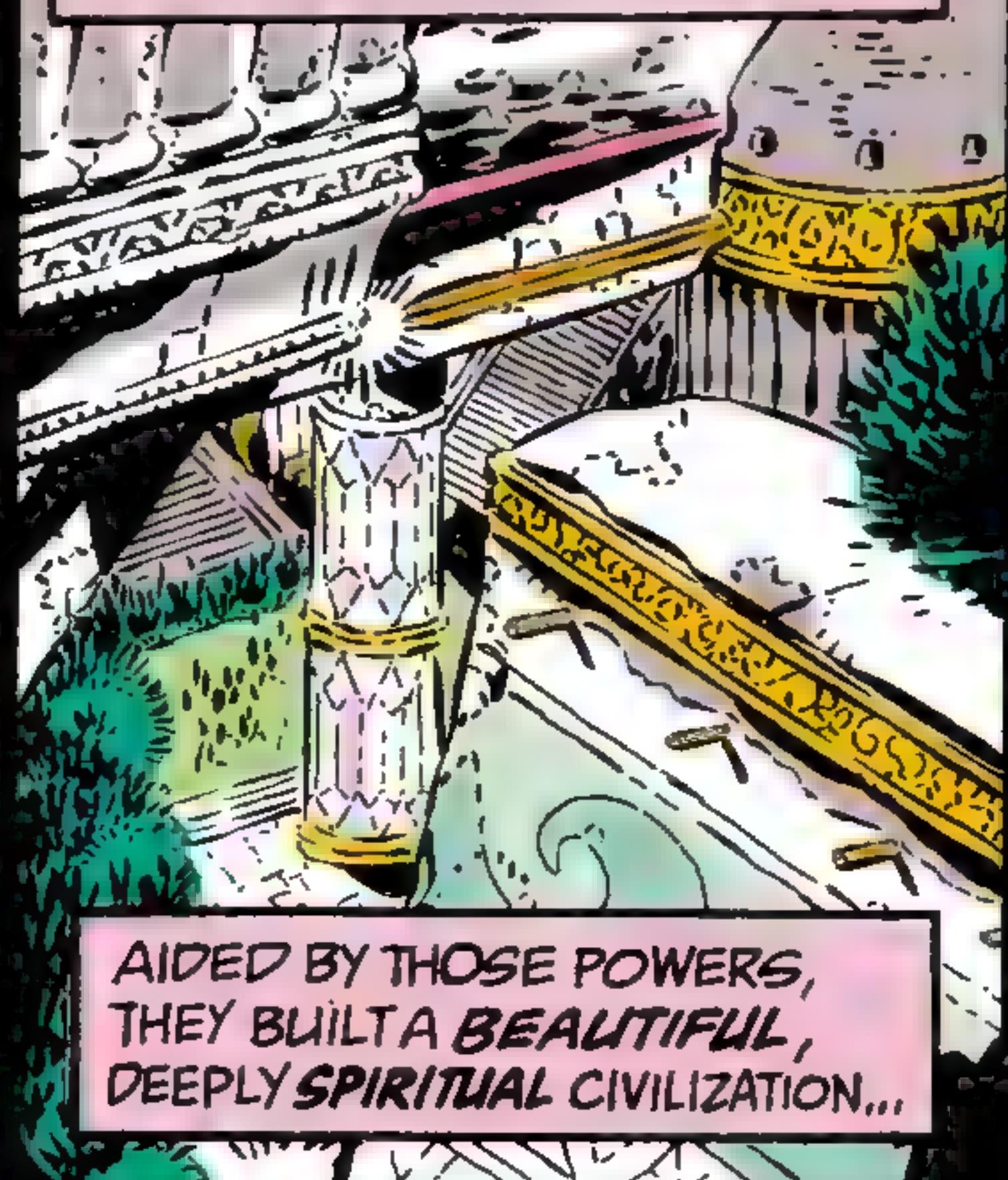


THE BEAUTIFUL STAR-CROSSED WORLD OF TROM.



ONE OF THE GANDIAN WORLDS, TROM IS MARKED BY BELTS OF INHOSPITABLE RADIATION.

HEARTY SENTRY SETTLERS DISCOVERED TROM'S UNIQUE RADIATION WAS IMBUING THEM WITH THE POWER TO TRANSMUTE THE ELEMENTS.

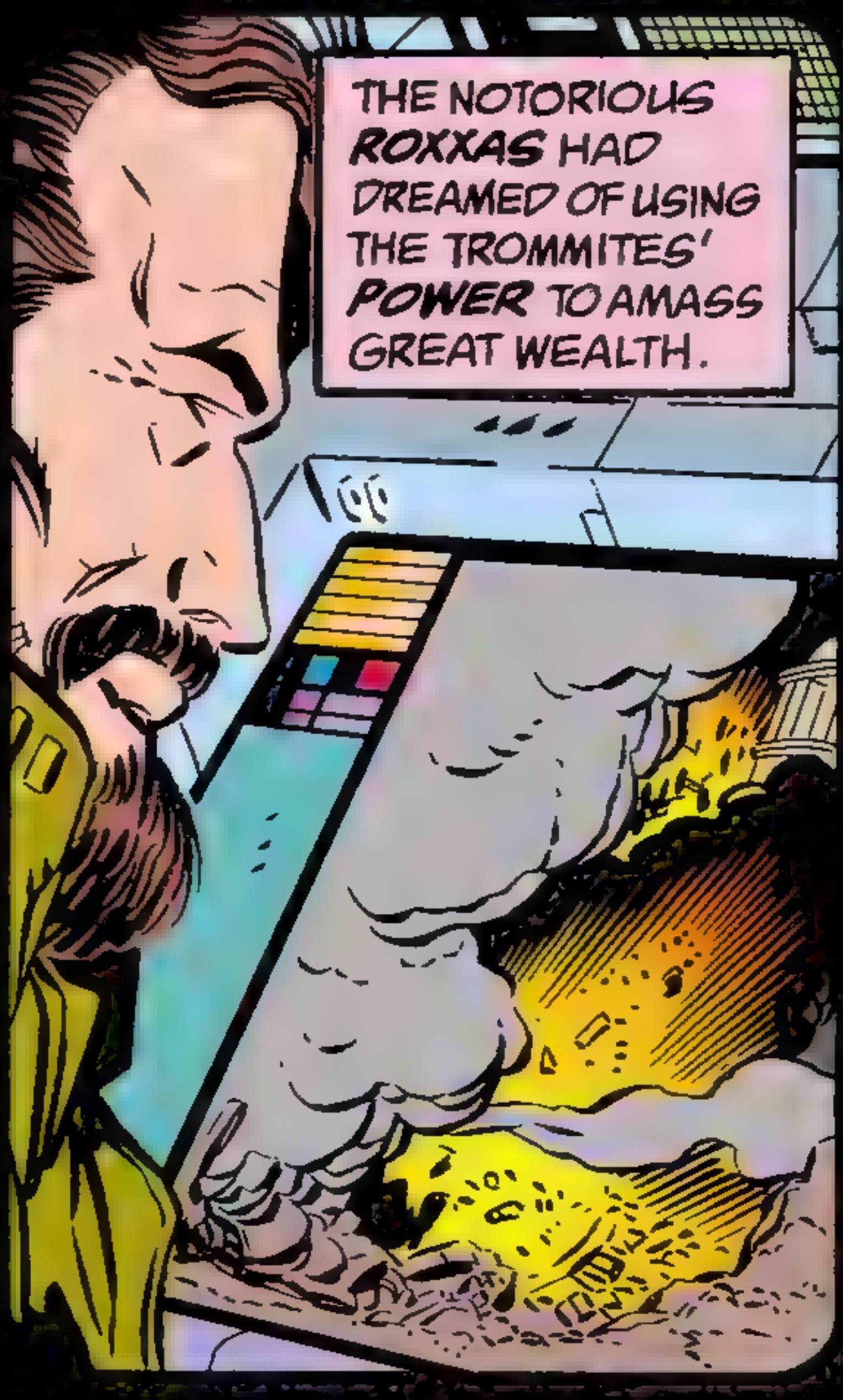


AIDED BY THOSE POWERS, THEY BUILT A BEAUTIFUL, DEEPLY SPIRITUAL CIVILIZATION...

...ONE THAT WAS QUICKLY-- SUDDENLY-- BROUGHT DOWN IN RUINS WHEN THE PEOPLE REFUSED TO SUBMIT TO A RUTHLESS BAND OF SPACE PIRATES.



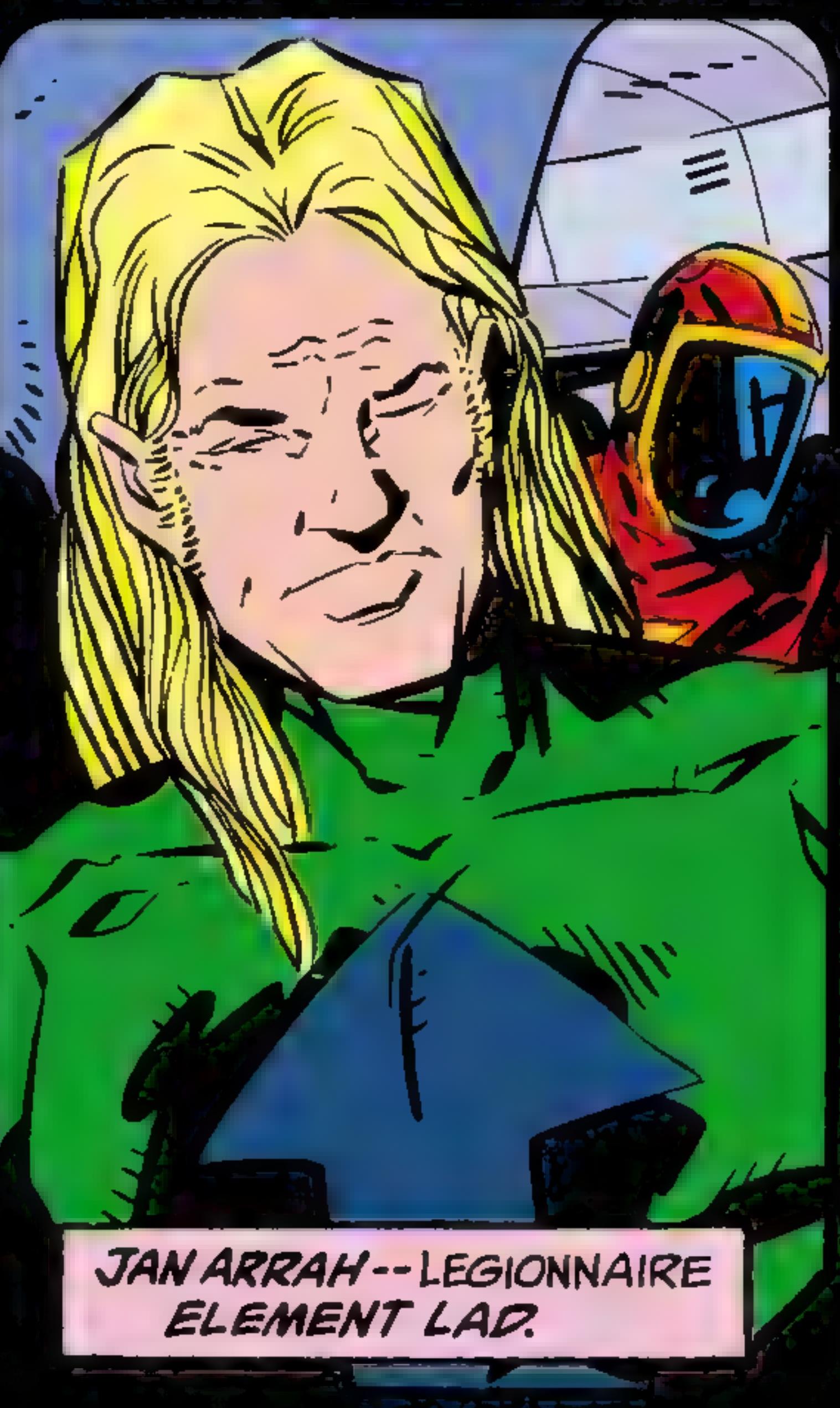
THE NOTORIOUS ROXXAS HAD DREAMED OF USING THE TROMMITES' POWER TO AMASS GREAT WEALTH.



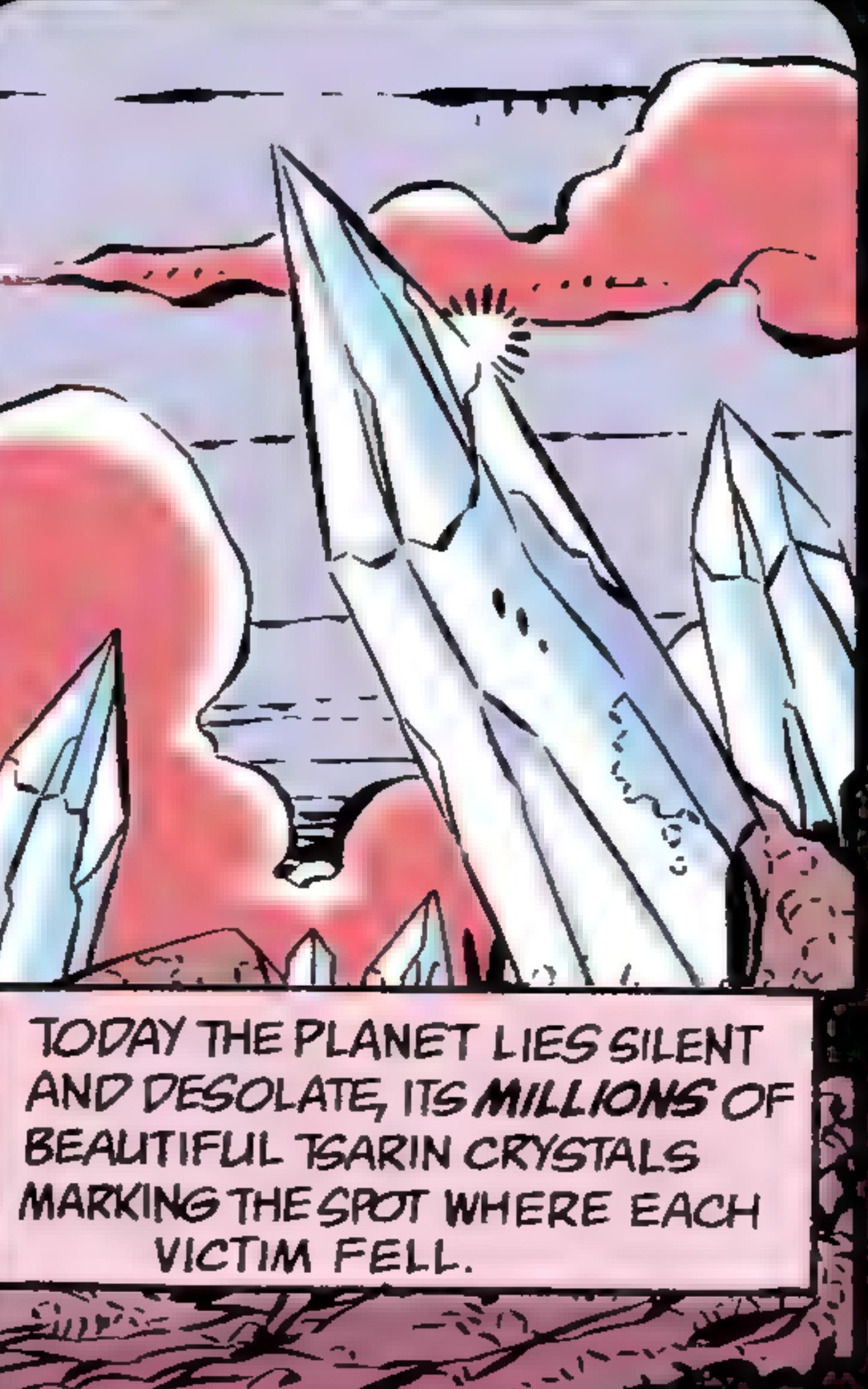
WHEN THEY REFUSED, HE ANNIHILATED THE RACE.



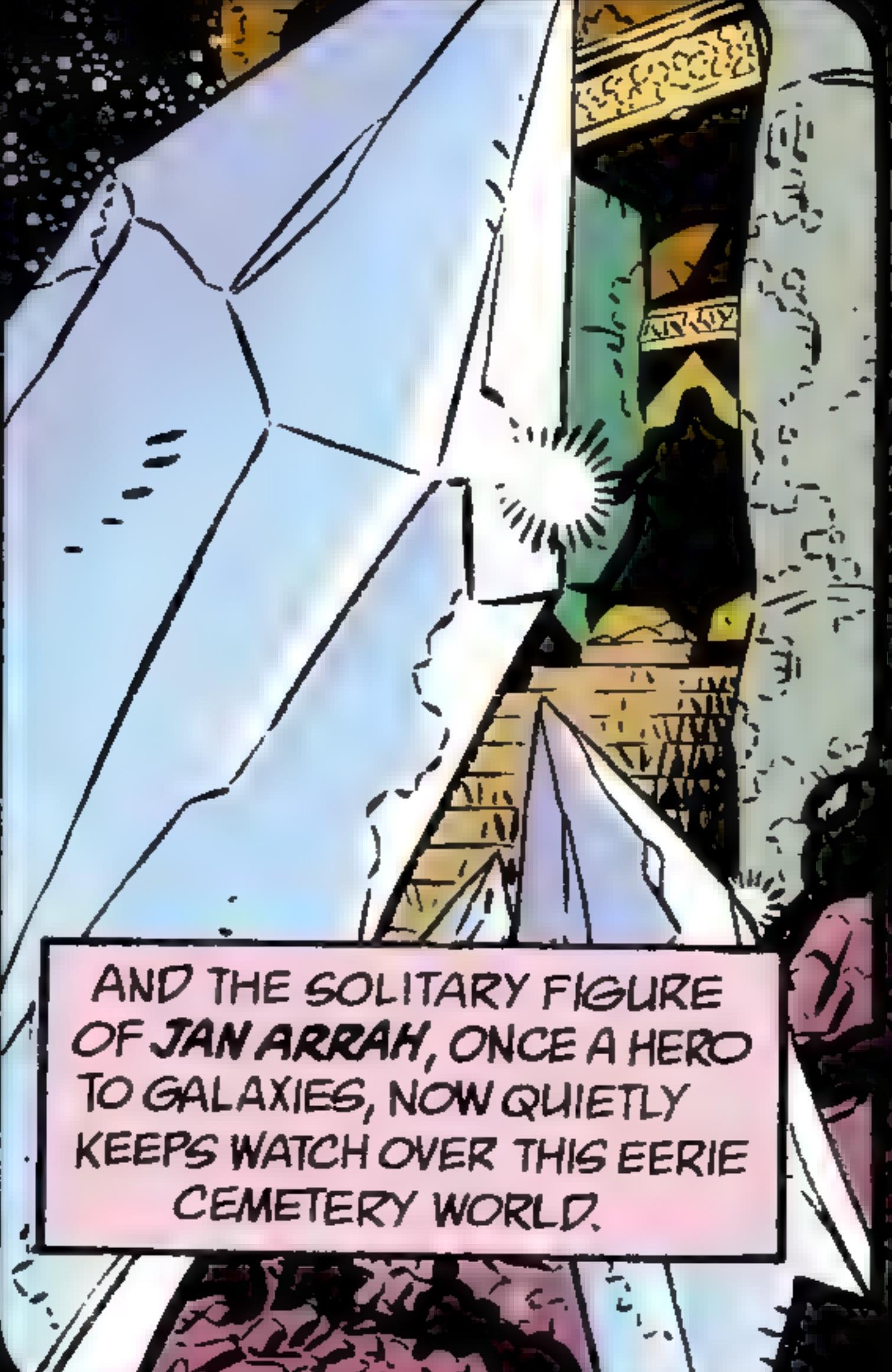
ONE TROMMITE SURVIVED THE MASSACRE:



JAN ARRAH--LEGIONNAIRE ELEMENT LAD.

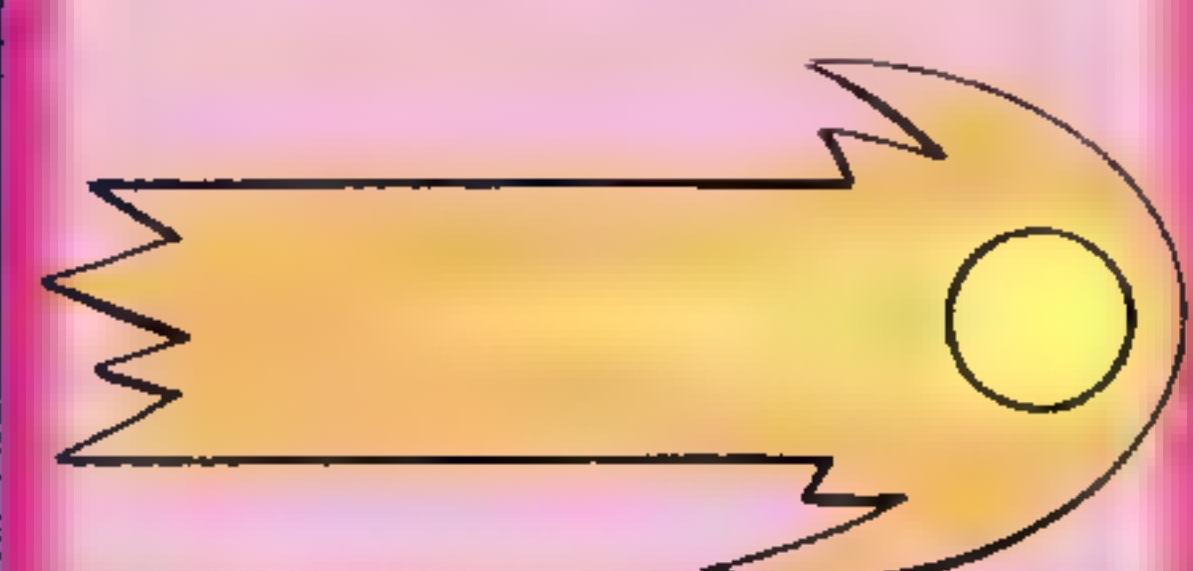


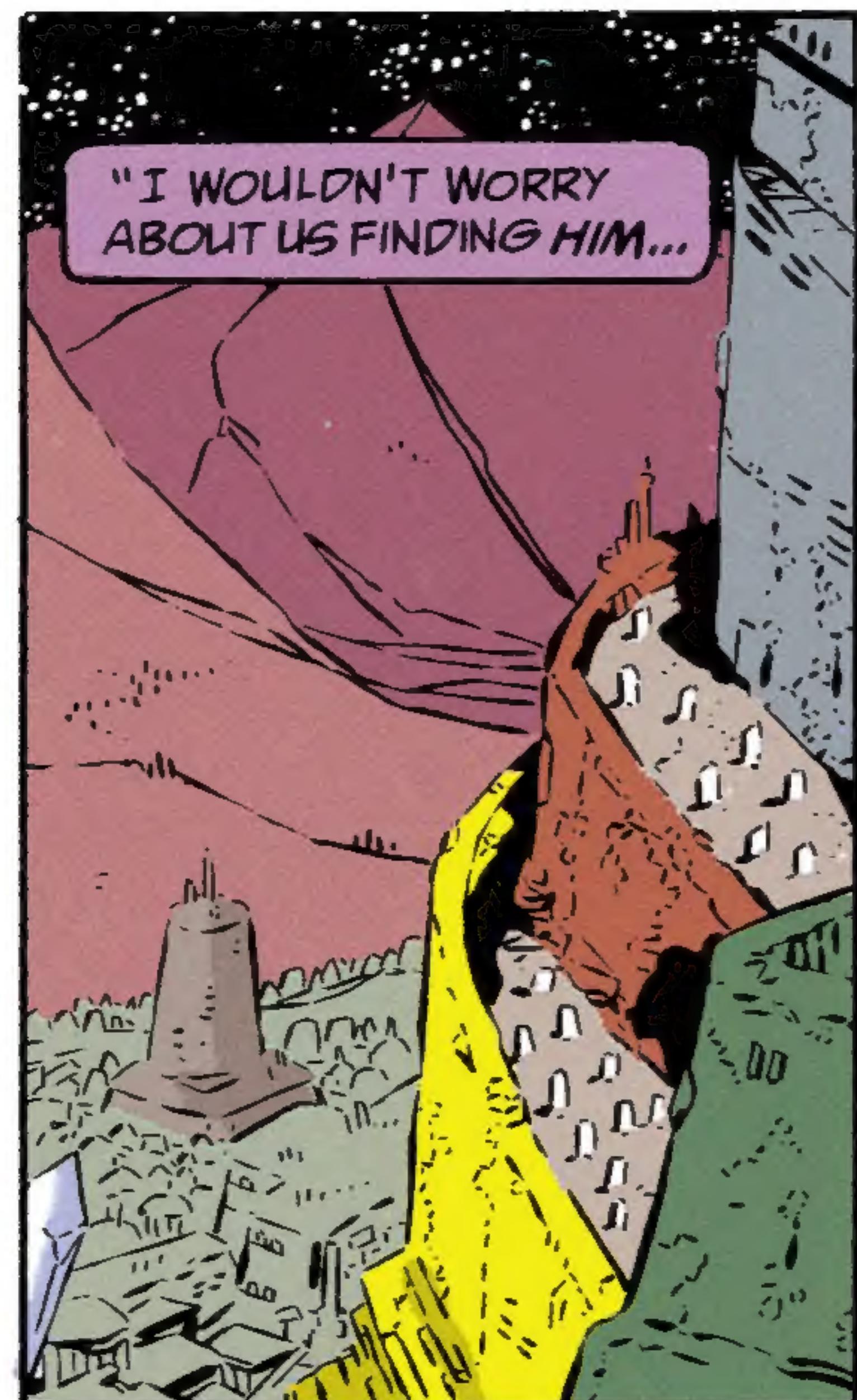
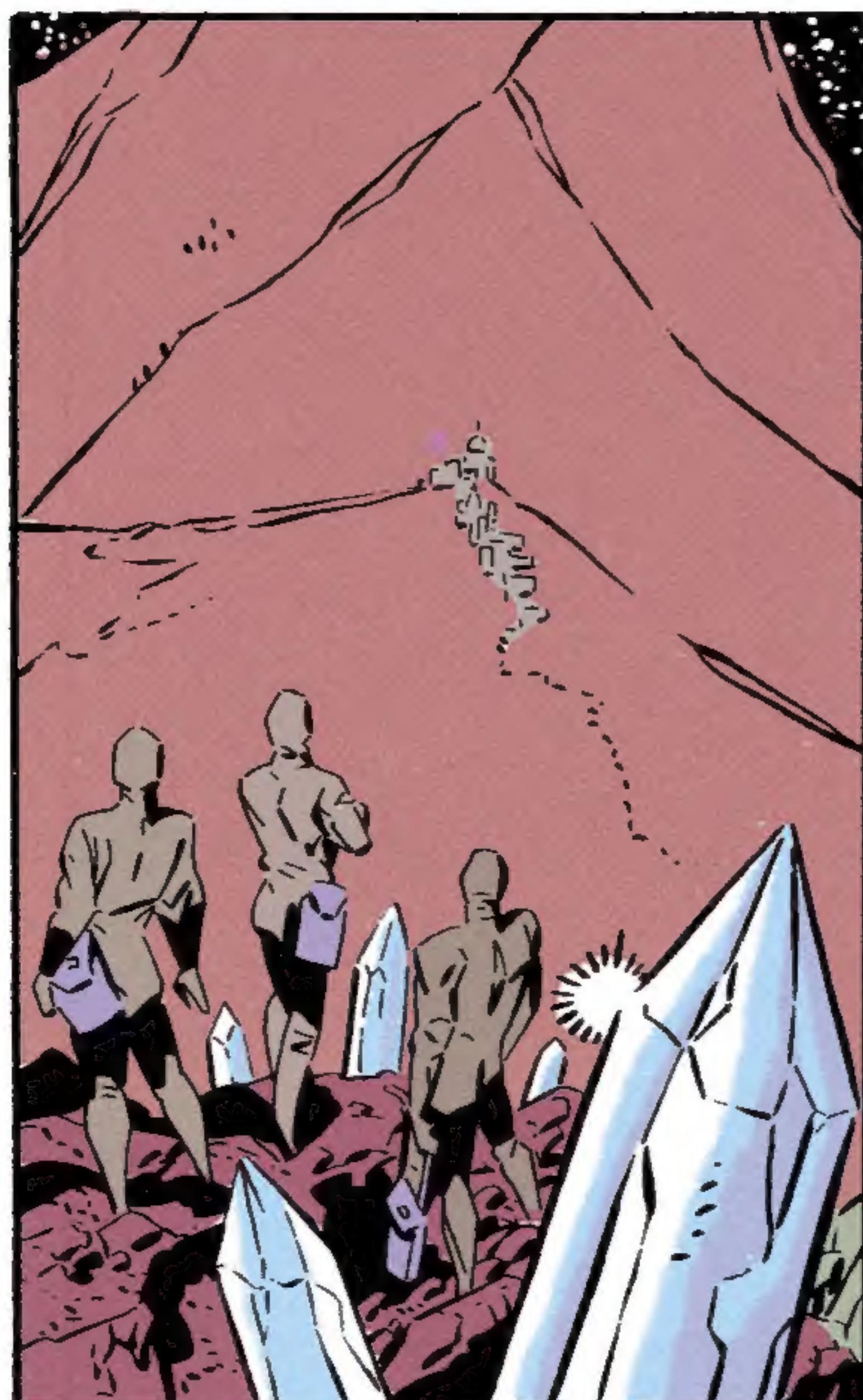
TODAY THE PLANET LIES SILENT AND DESOLATE, ITS MILLIONS OF BEAUTIFUL TSARIN CRYSTALS MARKING THE SPOT WHERE EACH VICTIM FELL.



AND THE SOLITARY FIGURE OF JAN ARRAH, ONCE A HERO TO GALAXIES, NOW QUIETLY KEEPS WATCH OVER THIS EERIE CEMETERY WORLD.

END TAPE
ANOTHER
U.P. MINUTE
HISTORY CB





JAN ARRAH!

SORRY TO SNEAK UP ON YOU FOLKS, BUT MOST OF MY VISITORS ARE LOOKING TO SCAVENGE, YOU KNOW.

GO AHEAD AND TOUCH THE MONUMENTS, IF YOU LIKE. JUST DON'T TAKE ANY. I'M A LITTLE SENSITIVE ABOUT RESPECT FOR THE DEAD...

...ON TROM, THAT'S ALL WE HAVE LEFT.

KEITH GIFFEN
STORY & PENCILS

TOM & MARY
BIERBAUM
STORY ASSIST
& DIALOGUE

AL GORDON
STORY ASSIST
& INKS

TODD KLEIN
LETTERER

TOM McCRAW
COLORIST

MICHAEL EURY
MARK WAID
EDITORS

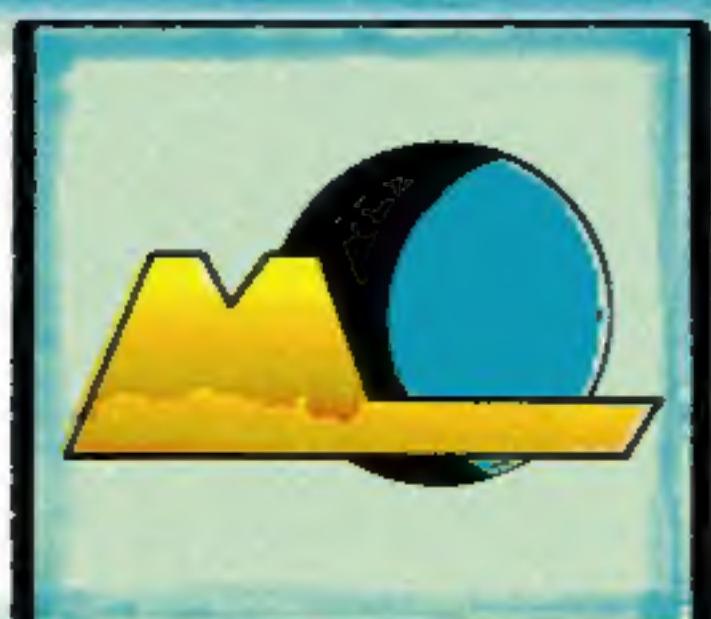


The Great Acquiescence:

How Mordru Returned To Power On The Sorcerers' World

History In The Making. UP-V Channel Two

January 17, 2993, 7-8 p.m.



era of tranquility during the mid-30th century was shattered when Mordru rose to power and built the Sorcerers' World into a military colossus.

His powers were growing at an alarming rate, and when he launched his invasion of neighboring worlds, the battles were woefully lopsided. Mordru was at long last building the empire he'd craved for a millennium.

As each planet fell, the mighty wizard's power seemed to increase, until an ultimate triumph over the entire U.P. seemed inevitable.

Dr. Wald Bauer, History, Ashland University

"And then—nobody seems to know exactly why—Mordru's great march slowed. Previously, his powers had seemed utterly limitless, unquantifiable, and there was certainly no logical reason to rein in his blitzkrieg at that point. But suddenly things went quiet on the frontlines, and when Mordru resumed his campaign, it was more strategic, more cautious—as if somehow, mysteriously, the great wizard had become mortal."

His powers now seemingly reduced, Mordru chose his battles more carefully. And yet still he overextended himself and rashly attacked Earth. There he directly confronted the Legion of Super-Heroes for the first time.

After a quick, fierce battle, Mordru's armies were obliterated and the wizard himself was finally captured and sealed in an airless vault by Lar Gand and Star Boy.

Bauer:

"That wasn't the end of him. He escaped several times in the next decade, and caused tremendous havoc. People forget that it was he who engineered the Earthwar."

"But really, it'd all ended with those first defeats. With each successive defeat, Mordru's powers faded and faded. Finally he was beaten utterly and actually purged of his powers and his insane ambitions."

The story might have ended there, if not for the Mystic Wars and the subsequent collapse of the U.P. economy. Their home world annihilated and their powers decimated, the Sorcerers' Community relocated to Tharn and braced themselves for whatever the universe might throw at them.

Unfortunately, what the universe threw at that sector of space was the Khunds. So, with the tyranny and atrocities of his previous rule still deeply etched in their scarred memories, the Sorcerers' Community pinned all their hopes on the wizard who had once ruled them as an utter despot.

Coronation Day, Planet Tharn, July 6, 2992.

High Priestess:

". . . And with the powers of the ancients vested in me, I hereby name thee Supreme Teacher of the Sorcerers' World and bearer of the Robes Of All Power."

Mordru:

". . . No longer will this great community tremble in the shadow of the Khund menace. Chaos no more. Hysteria no more. Let an age of tranquility begin."

Earthgov Council Minutes, July 7, 2992

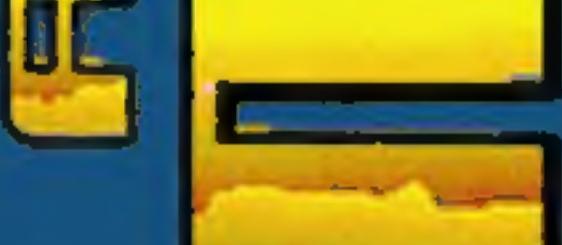
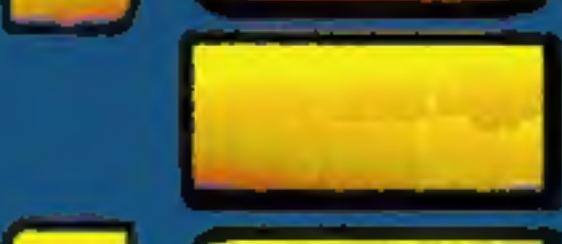
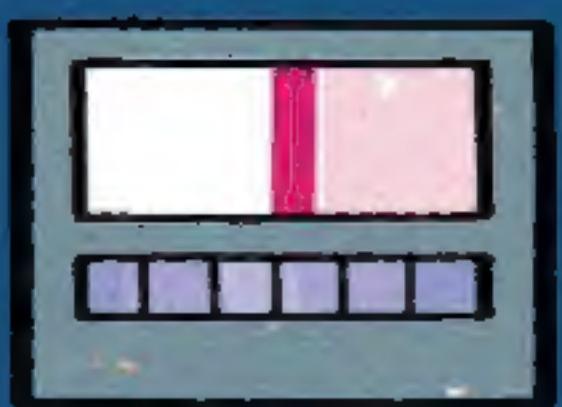
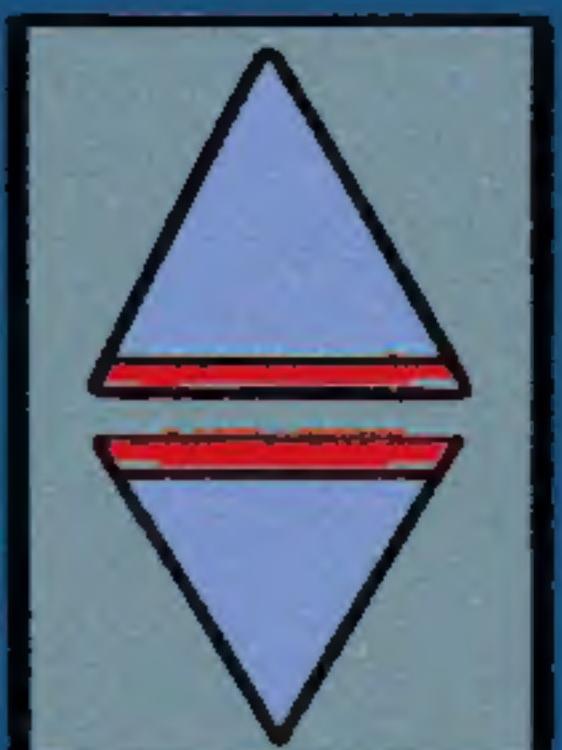
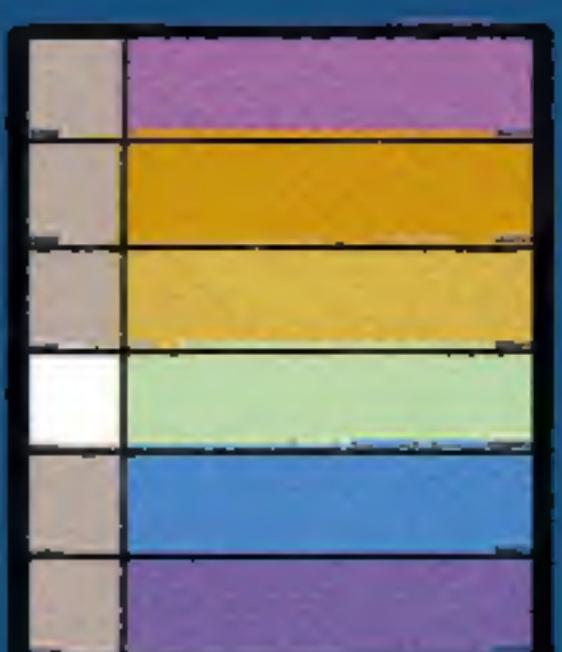
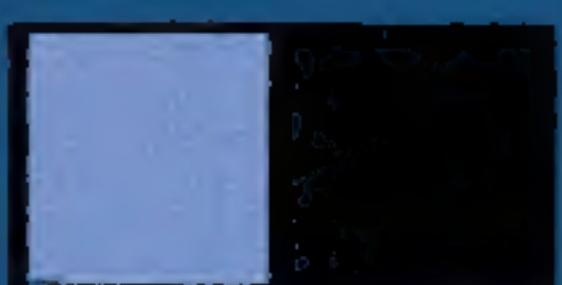
Sen. Alturyn Anskey:

". . . Madame President, I move that this body act immediately and forcefully to declare our outrage at the actions of the Council Of Teachers Of The Planet Tharn."

Dr. Al-Zhay Draveed, Mystic Studies, University of Metropolis:

"We're talking about a group that was psychically battered by the destruction of their homeworld and the ravaging of their collective powers during the Mystic Wars. We're talking about a proud people, who'd previously felt invulnerable to outside threats, now desperately fearful of Khundish domination and the horrors that could bring."

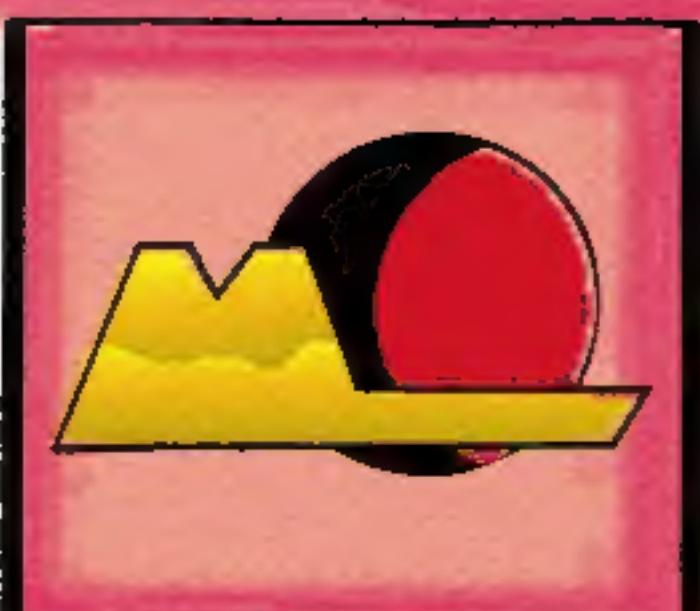
"But we're not talking about a suicidal people. It's critical to remember that they'd attempted to purge Mordru's soul of its darker aspects, and thought they'd succeeded. He was by this time a benevolent, placid member of the community. His powers were almost gone, he had fallen in love with Mysa. There was reason to hope the evil in him had been forever snuffed out. They knew the corrupting nature of the powers they were returning to him."



The Last Days Of Daxam

By K.J. Weber

Excerpt: Pages 232-34



and at last report was battling against the Khundish invasions of U.P. space.

Daxam's greatest hero of the 20th and 30th centuries, **Lar Gand**, had initially looked to be one of the most tragic victims of the great atrocity.

He and Glorith had been blood enemies since the days of Gand's legendary exploits in the 20th century, and her callous act of genocide apparently affected the Legionnaire profoundly.

His teammates say he was a driving force behind the conspiracy that led to the cataclysmic battle with Glorith. And the depth of his rage probably contributed to the rash direct attack on Glorith that very nearly cost Gand his life.

Exactly how he survived the injuries is still somewhat of a puzzle. Glorith's counter-attack left the legendary hero in a ghastly condition—virtually a living corpse, aged beyond recognition.

Still, Gand cheated fate and confounded medicine by recovering fully. Experts eventually deduced that his Daxamite invulnerability sparked a regeneration of the withered tissue and his body literally de-aged. Dr. Raub Woker, Chief of Medicine on Medicus Two, has termed it "the most astounding example ever documented of the recuperative qualities of the Daxamite solar powers."

But few disagree that survival would not have been possible if not for two factors:

- The constant, unwavering support of Tasmia Mallor. Her insistent, forceful demands for medical attention of an unprecedented magnitude won her few friends in the medical community, but may have proven critical to Gand's survival. Probably more important, though, was the powerful emotional support she gave Gand throughout the ordeal. Doctors believe that support is a key reason why Gand's character and determination never wavered, despite the physical devastation he'd suffered.

- The dislodging, during Glorith's attack, of the previously unknown presence of the Eltro Gand psyche in Lar Gand's personality. Psychological experts now agree the invasion of the Eltro Gand persona was largely responsible for Lar Gand's celebrated manic-depressive behavior through the '80s.

Experts still don't fully understand the Eltro Gand factor, but all seem to agree that the shock of Glorith's attack on Lar Gand finally separated the two personalities and allowed the formidable strength of the legendary Lar Gand personality to emerge.

By all accounts the Legionnaires were seeing, for the first time since the early '80s, the quiet strength that had marked the hero since his emergence from his thousand-year exile in the Bgztl Buffer Zone.

A popular element of the Lar Gand legend had been his emergence from the zone as a changed, yet equally heroic figure. Lost perhaps was an exuberance and vigor associated with his classic exploits of a thousand years earlier. But they were replaced by a quiet nobility that brought him an exceptional patience, judgment and wisdom.

The legend, however, was being significantly tarnished as the depressions and fits increased through the '80s. Gand was being championed by cynics as a symbol of the inevitable decline of all great heroes.

The evidence now suggests, however, that the spirit of this legendary hero, the greatest son of Daxam, remains intact.

Gand's close brush with death seems to have also profoundly affected his relationship with Mallor.

After years of apparently waffling on the issue of marriage, they quickly tied the knot during the recovery period.

And when Gand's health had returned, Mallor finally convinced him to resign from the Legion and at long last fulfill the dream he'd harbored for more than a thousand years—to explore the far reaches of space.

They said their good-byes shortly before the Great Collapse hit, and were last heard from when they disappeared beyond the range of the Lallorian Colonies, plunging deep beyond the unexplored frontiers.

Little is known about the fate of the third great survivor of the 20th century, **Dev-Em**. He is known to have lived beyond the destruction of Daxam and has long been linked to the Interstellar Counter-Intelligence Corps, but no information on his whereabouts

